

FIG.1

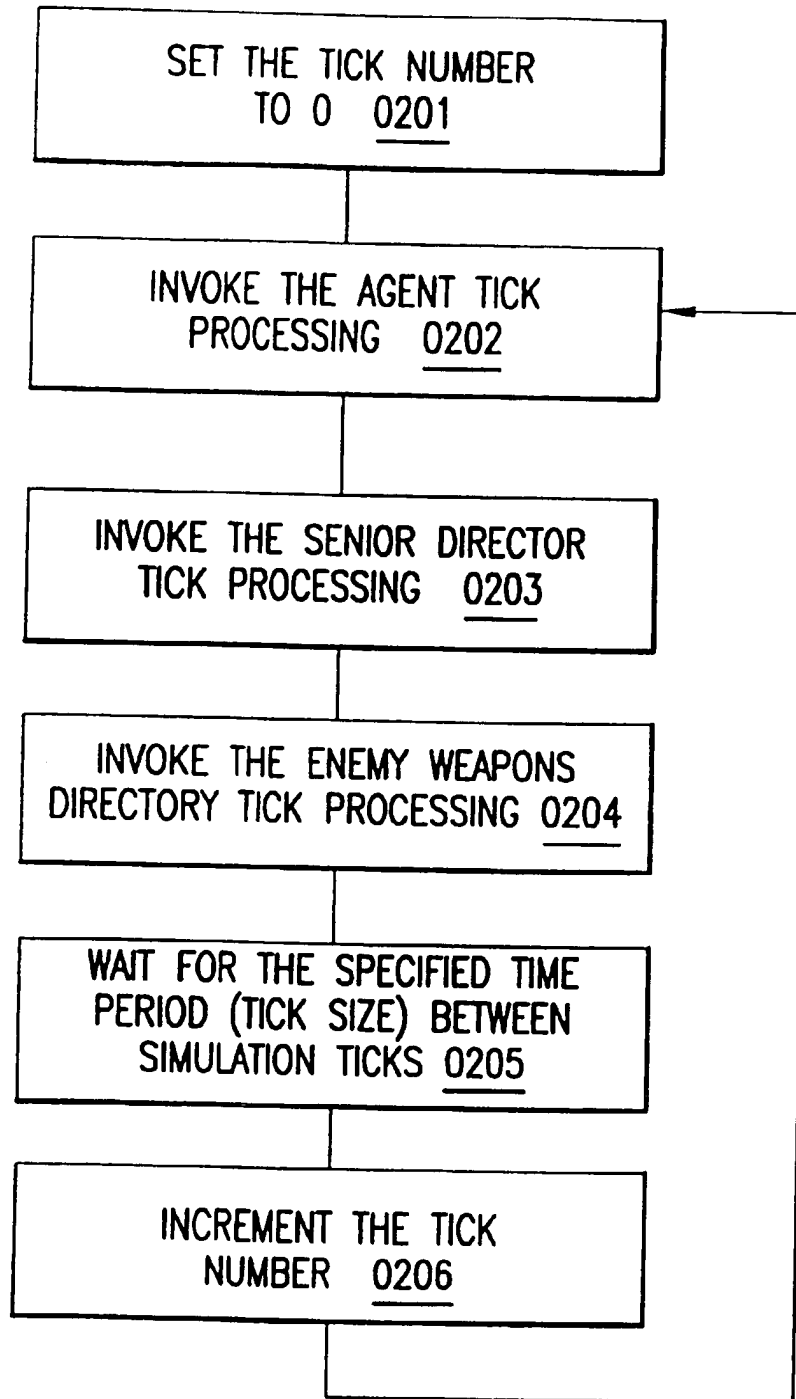


FIG. 2

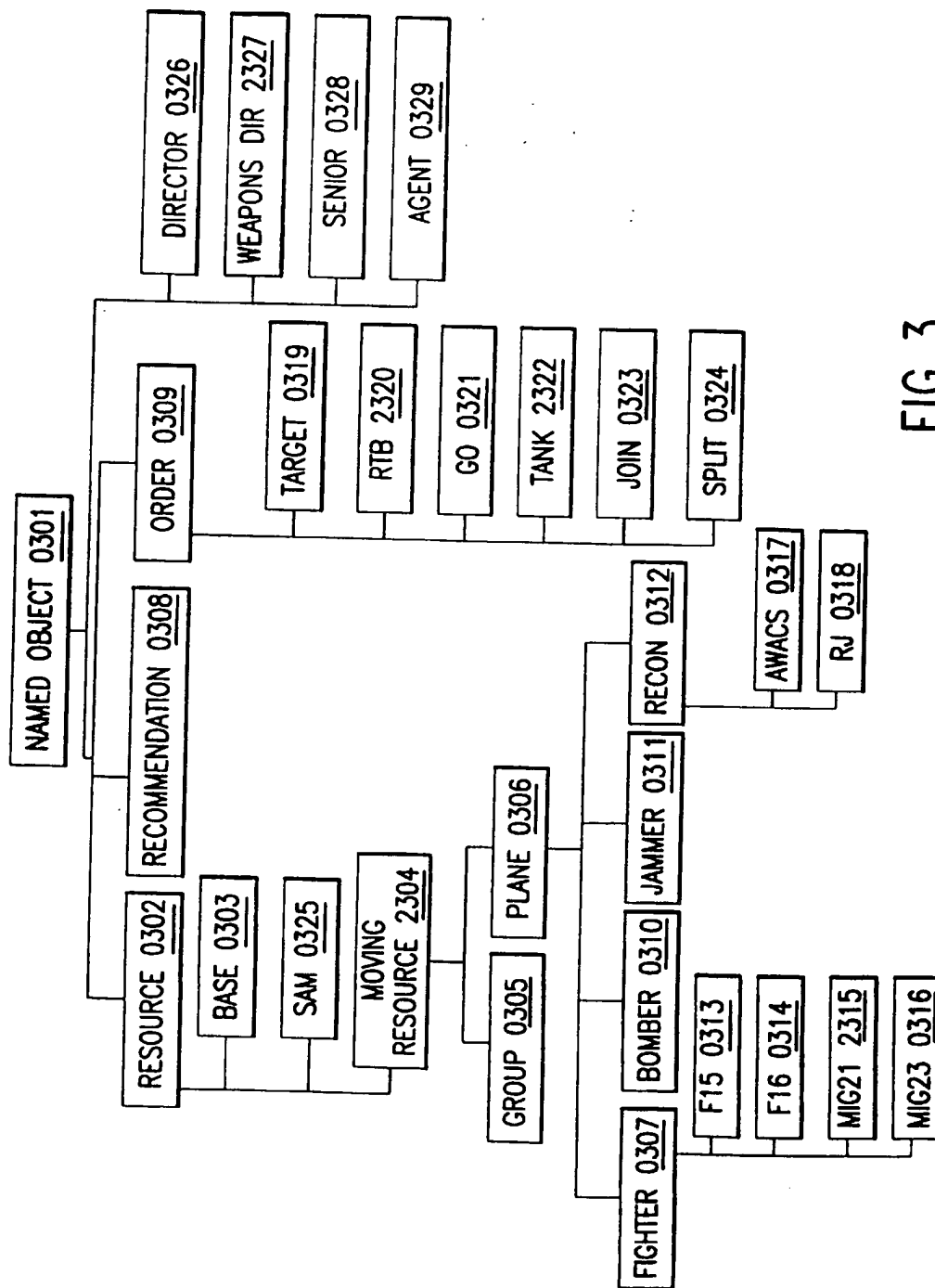


FIG. 3

REPLACEMENT SHEET

IDENTIFIER	TYPE	DESCRIPTION
NAME	STRING	NAME OF THE RESOURCE
XYZ	COORD	A TRIPLET OF FLOATING-POINT NUMBERS REPRESENTING 3-DIMENSIONAL COORDINATES OF THE RESOURCE
ALLEGIANCE	INTEGER	RESOURCE ALLEGIANCE: OURS, ENEMY OR UNKNOWN
RG	GROUP	RESOURCE GROUP TO WHICH THIS RESOURCE BELONGS (OR NULL)
WD	WEAPONSDIR	WEAPONS DIRECTORY TO WHICH THIS RESOURCE BELONGS
MUSTBEHANDLED	BOOLEAN	RESOURCE MUST BE HANDLED (EVENTUALLY)
CRITICAL	BOOLEAN	RESOURCE MUST BE HANDLED IMMEDIATELY
BEINGHANDLED	BOOLEAN	RESOURCE IS BEING HANDLED
COMMITTED	BOOLEAN	RESOURCE IS COMMITTED TO HANDLING
PENDING	BOOLEAN	RESOURCE IS PENDING COMMITMENT
RECALL	BOOLEAN	RESOURCE NO LONGER NEEDS TO BE HANDLED
DIRECTORHANDLING	DIRECTOR	WEAPONS DIRECTOR RESPONSIBLE FOR HANDLING THIS RESOURCE
ORDERS	ORDER	CURRENT ORDER OF THE RESOURCE
COMMITTEDTO	RESOURCE	REFERENCE TO A RESOURCE THIS RESOURCE IS COMMITTED TO HANDLING (OR NULL)
CANDIDATES	VECTOR	LIST OF CANDIDATES FOR THE RESOURCE—IF THIS IS OUR RESOURCE, THIS IS A LIST OF POTENTIAL ENEMY RESOURCES TO HANDLE, IF THIS IS AN ENEMY RESOURCE, THIS IS A LIST OF OUR RESOURCES THAT CAN POTENTIALLY HANDLE IT

FIG. 4

IDENTIFIER	TYPE	DESCRIPTION
MAXV	FLOAT	MAXIMUM POSSIBLE SPEED OF THE MOVING RESOURCE
CRUISEV	FLOAT	CRUISING SPEED OF THE MOVING RESOURCE
MINV	FLOAT	MINIMUM SPEED OF THE MOVING RESOURCE
CRUISEZ	FLOAT	CRUISING ALTITUDE OF THE MOVING RESOURCE
FUELCONSUMPTION	FLOAT	MOVING RESOURCE FUEL CONSUMPTION WHEN CRUISING
MAXFUEL	FLOAT	THE MAXIMUM AMOUNT OF FUEL THE MOVING RESOURCE CAN POSSESS
FUELREMAINING	FLOAT	THE REMAINING AMOUNT OF FUEL THE MOVING RESOURCE CAN POSSESS
XYP	COORD	THE PREVIOUS SET OF COORDINATES OF THE RESOURCE (FROM THE PREVIOUS TICK)
BASE	BASE	THE BASE THIS RESOURCE IS ASSIGNED TO (OR NULL)
DESTROYED	BOOLEAN	MOVING RESOURCE DESTRUCTION INDICATOR
ATBASE	BOOLEAN	MOVING RESOURCE LANDING AT BASE INDICATOR
GETTINGFUEL	BOOLEAN	MOVING RESOURCE FUELING IN PROGRESS INDICATOR

FIG. 5

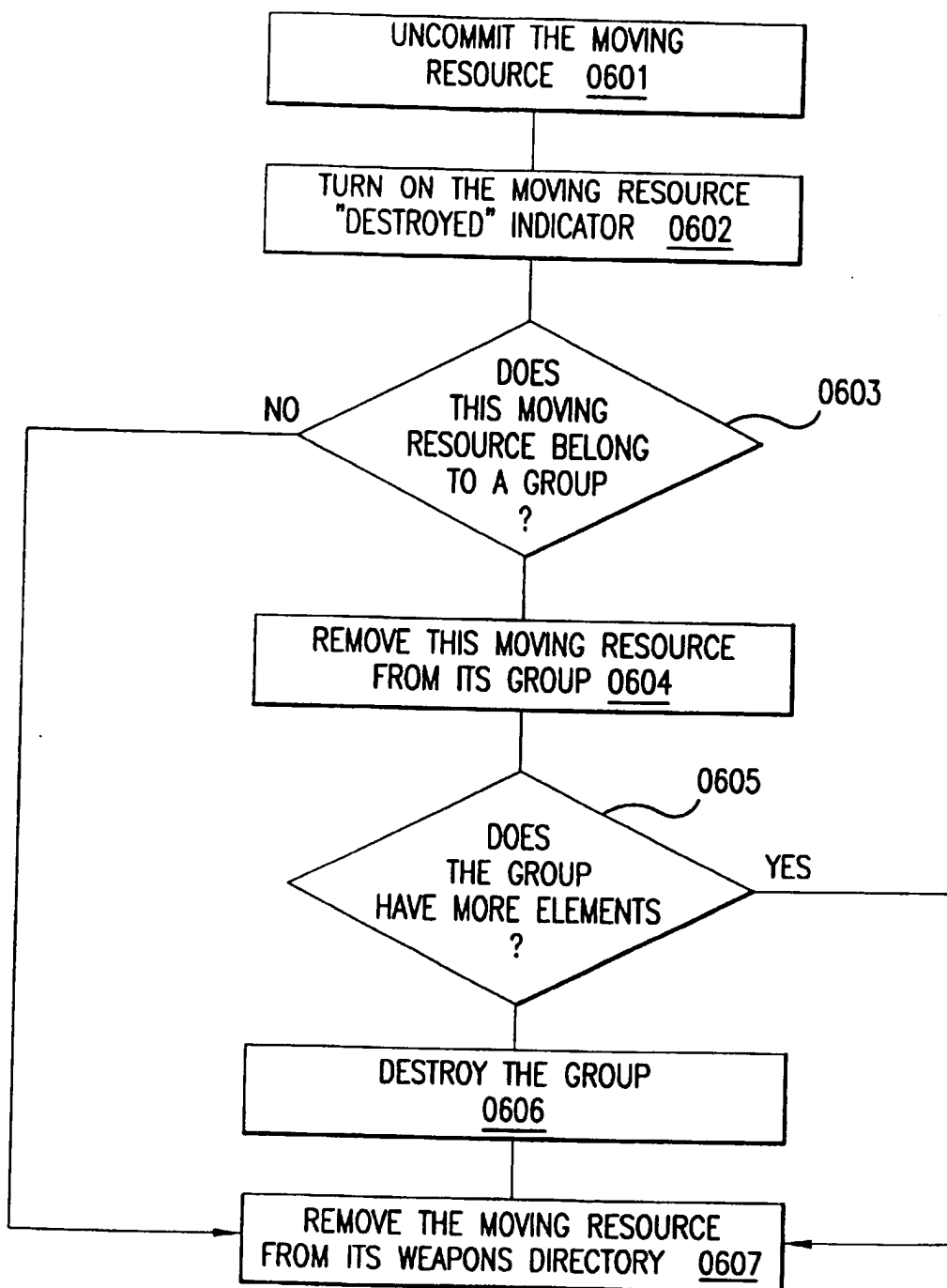
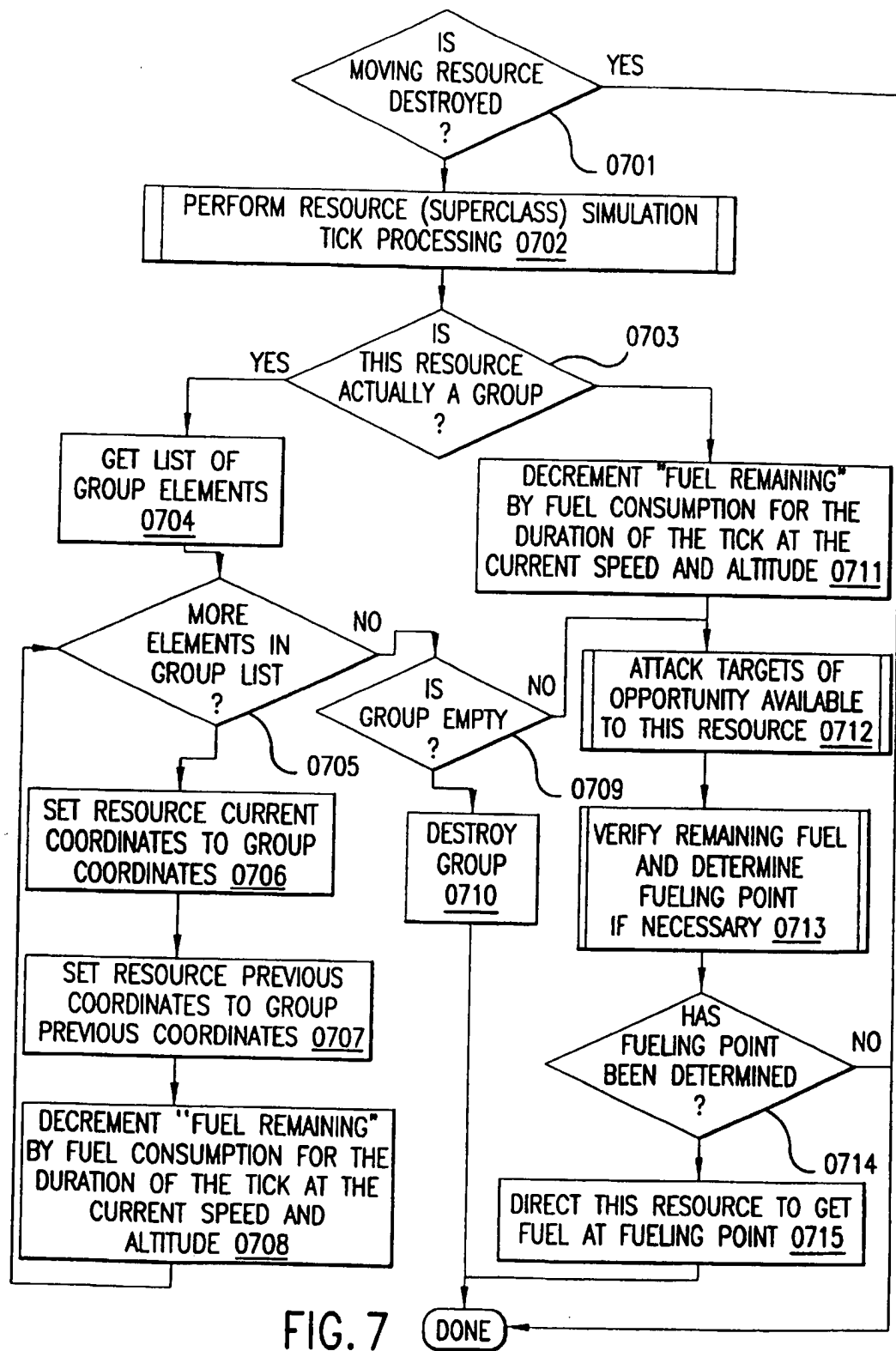


FIG. 6



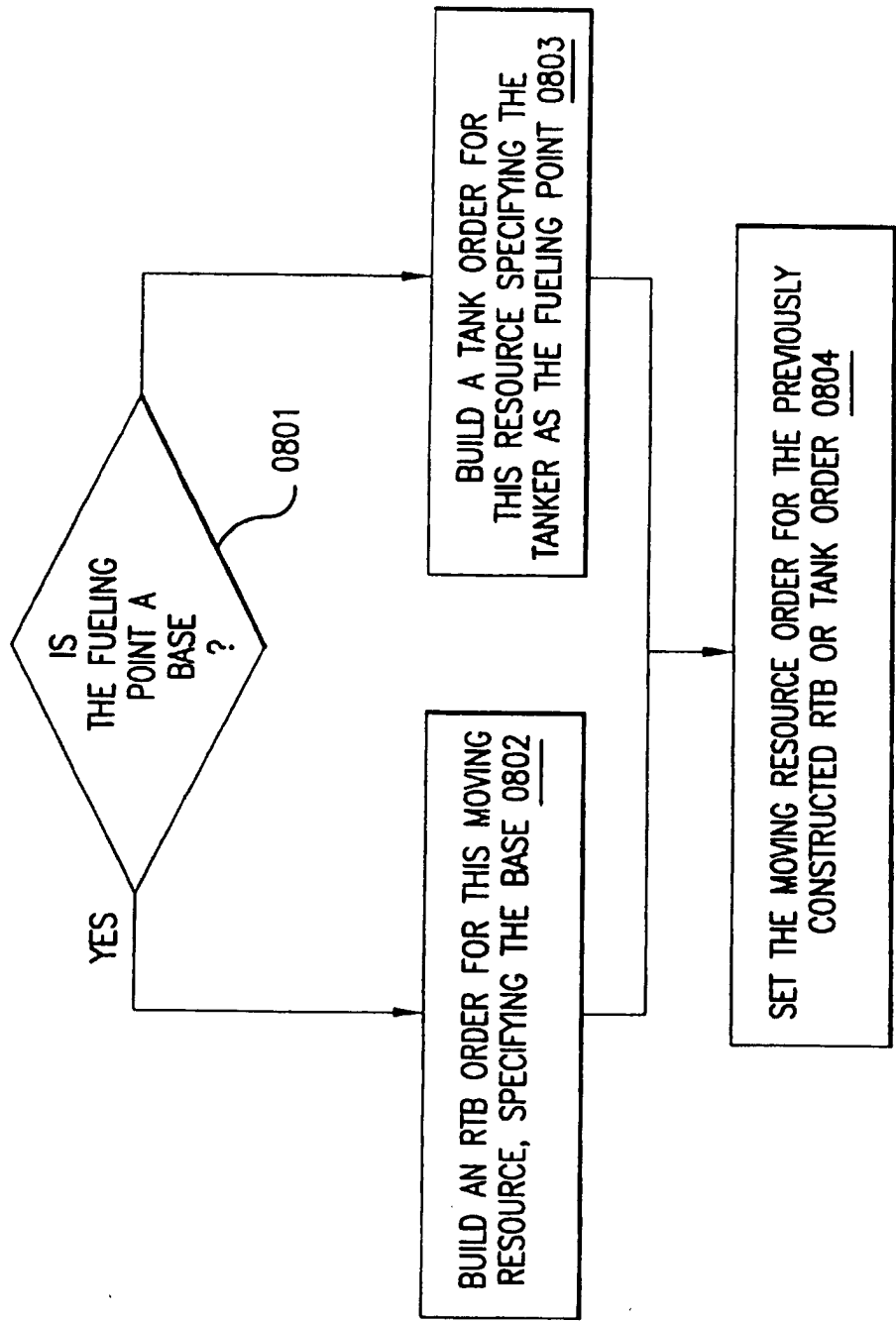


FIG. 8

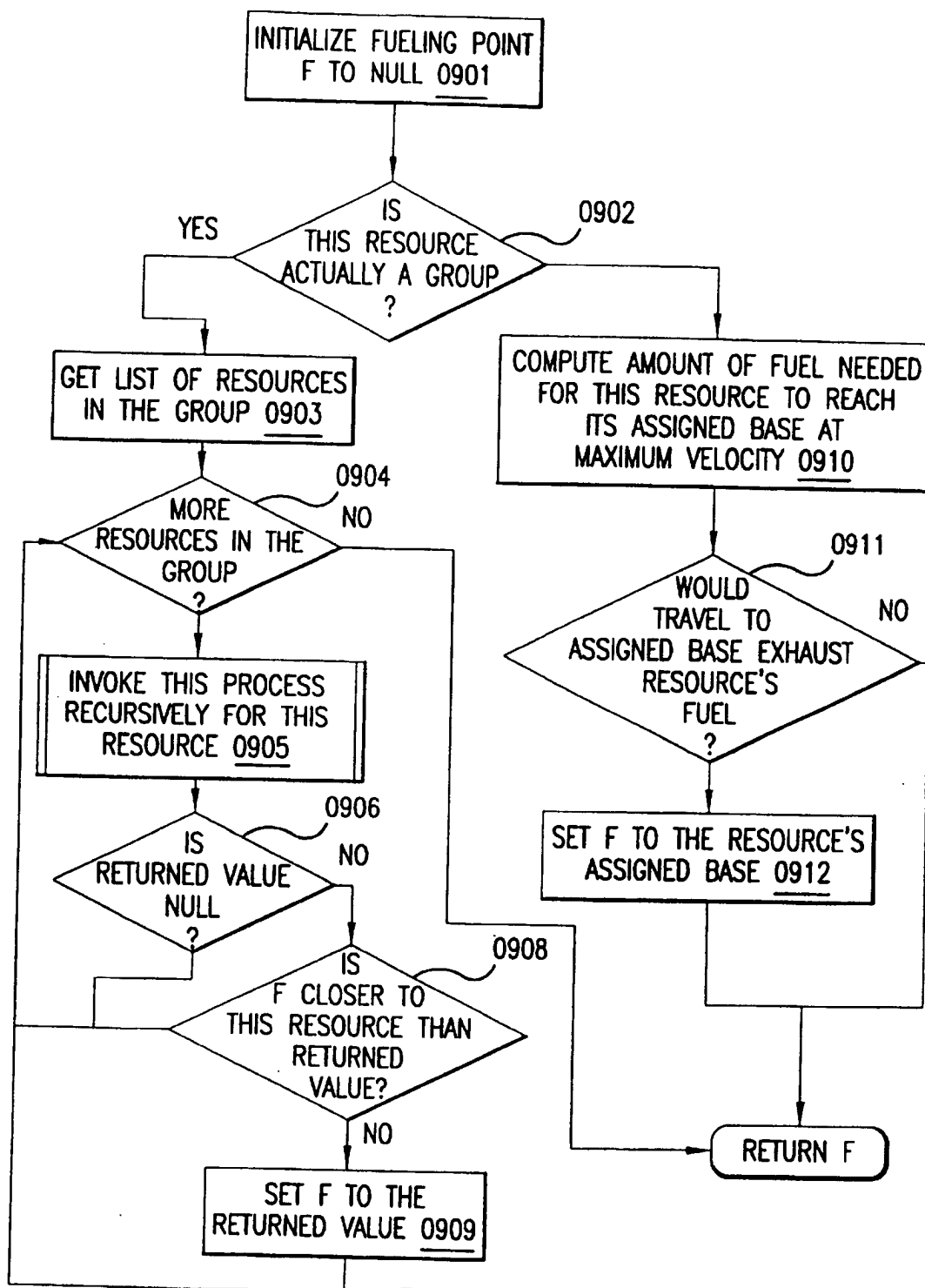
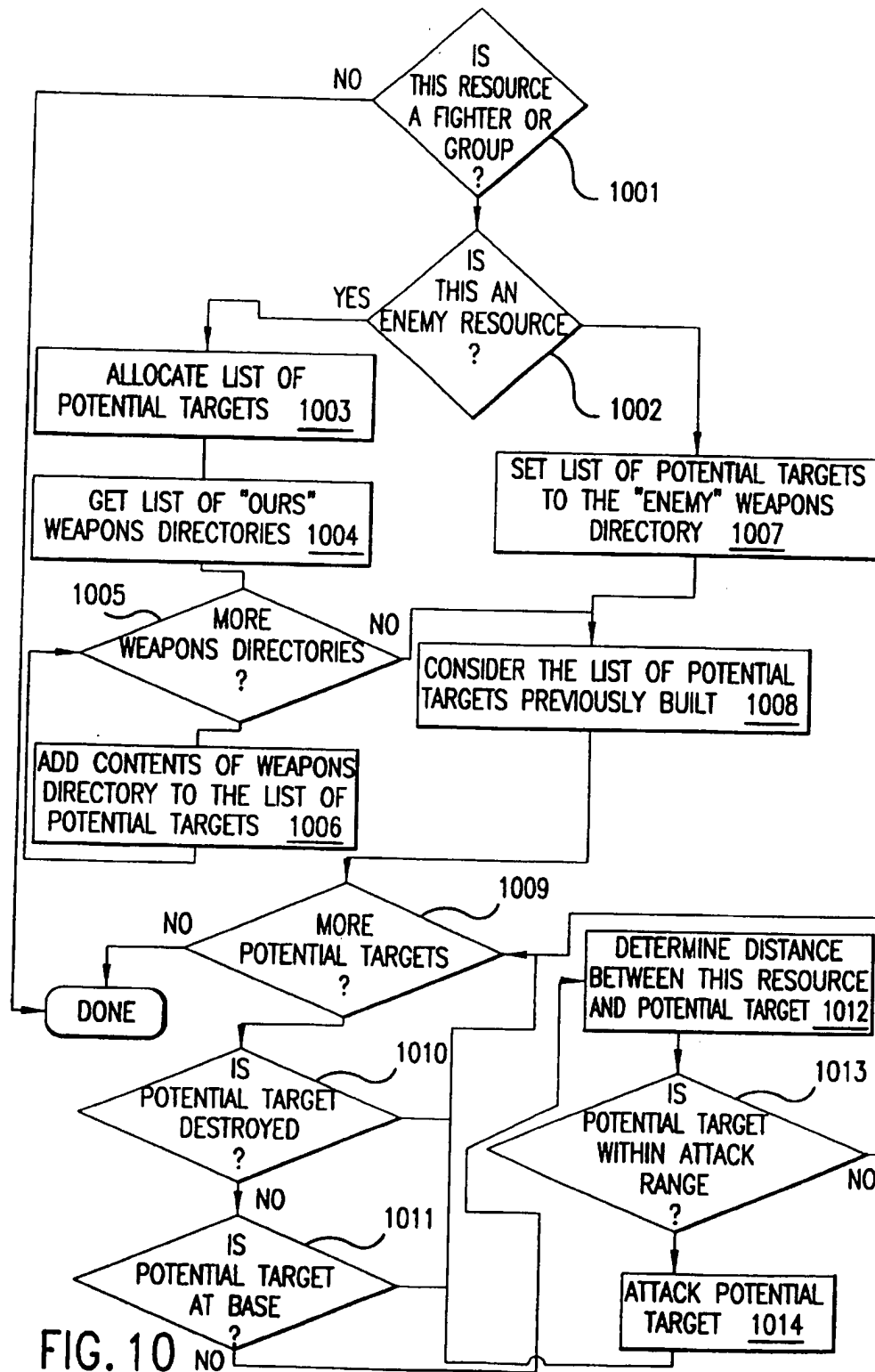
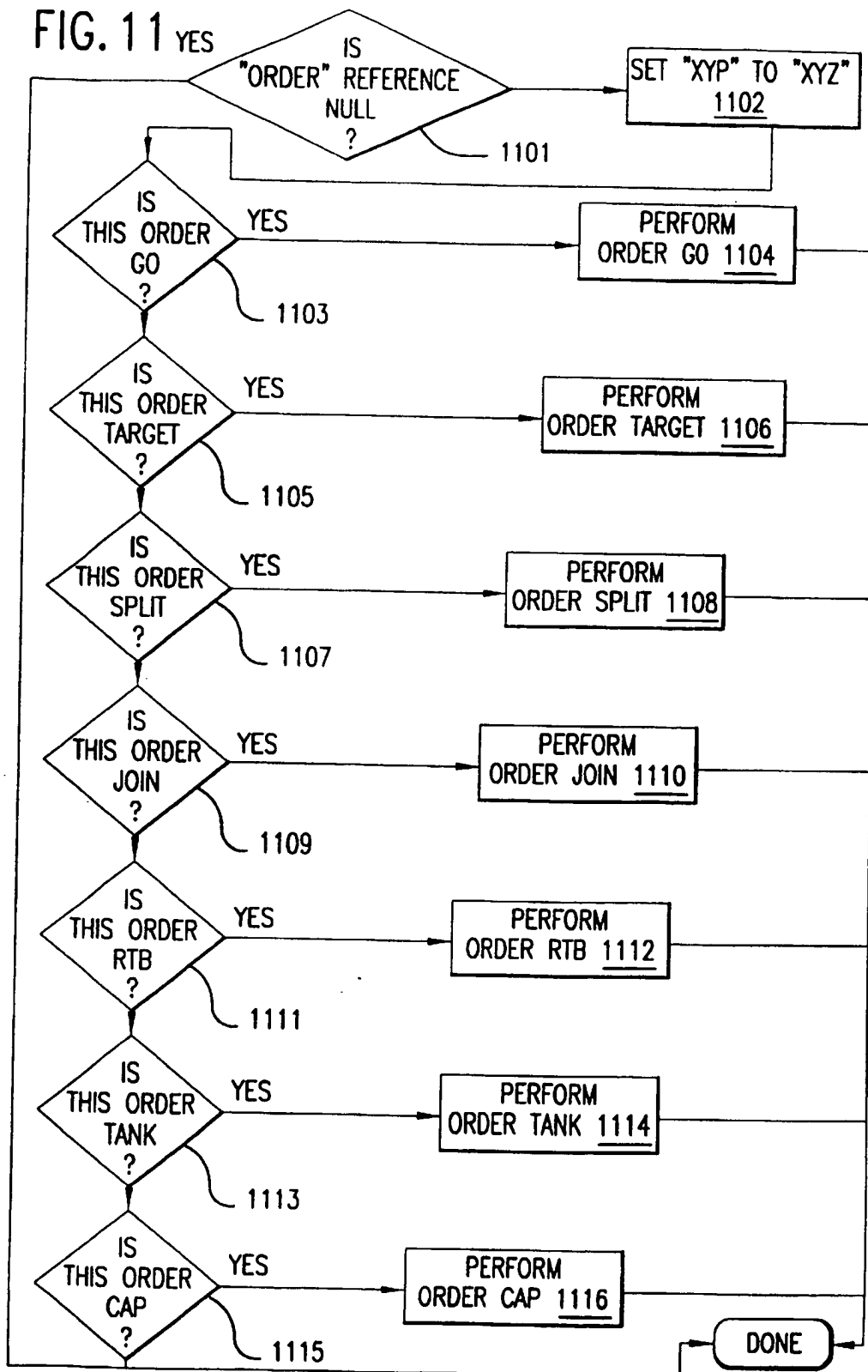


FIG. 9





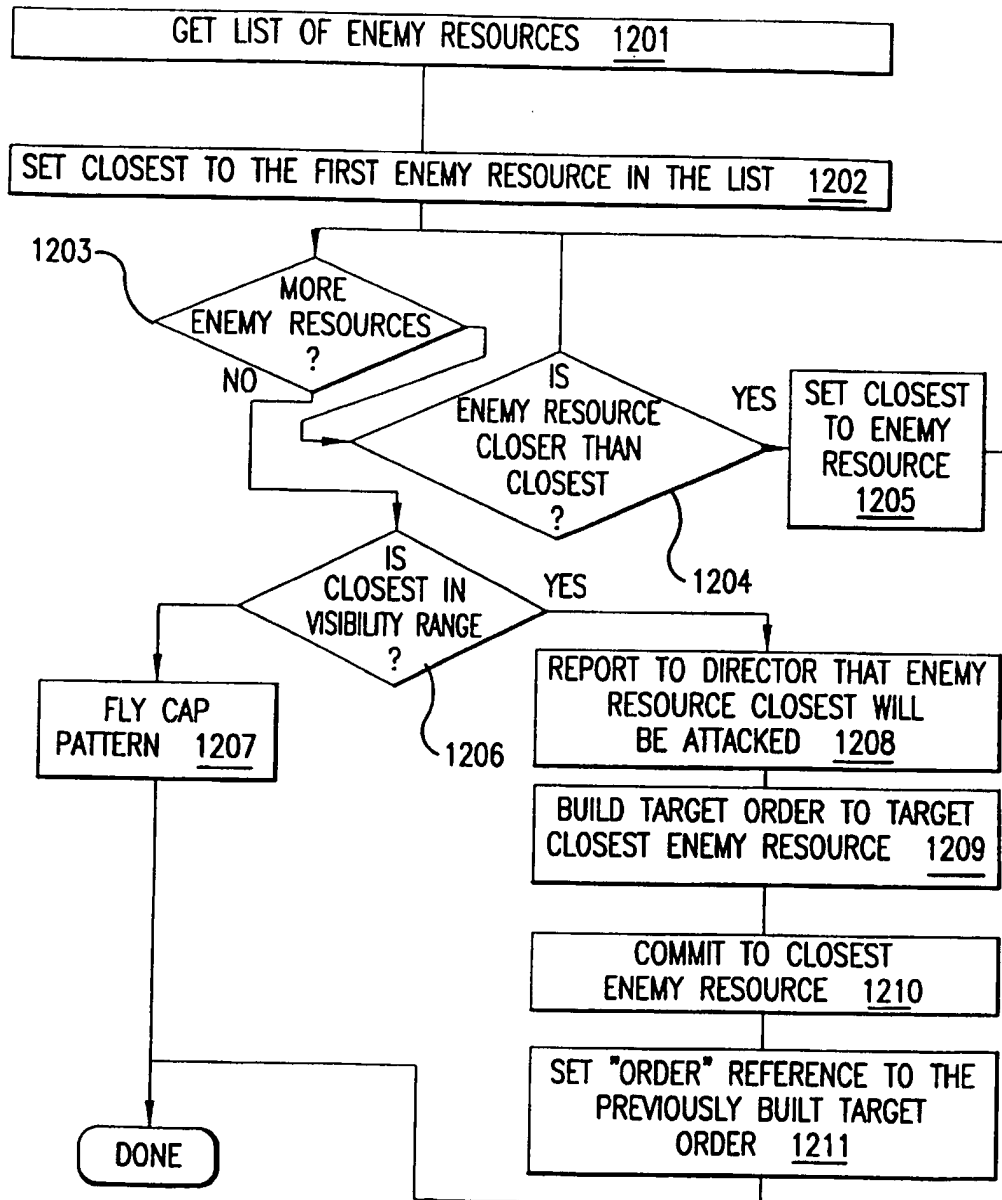


FIG. 12

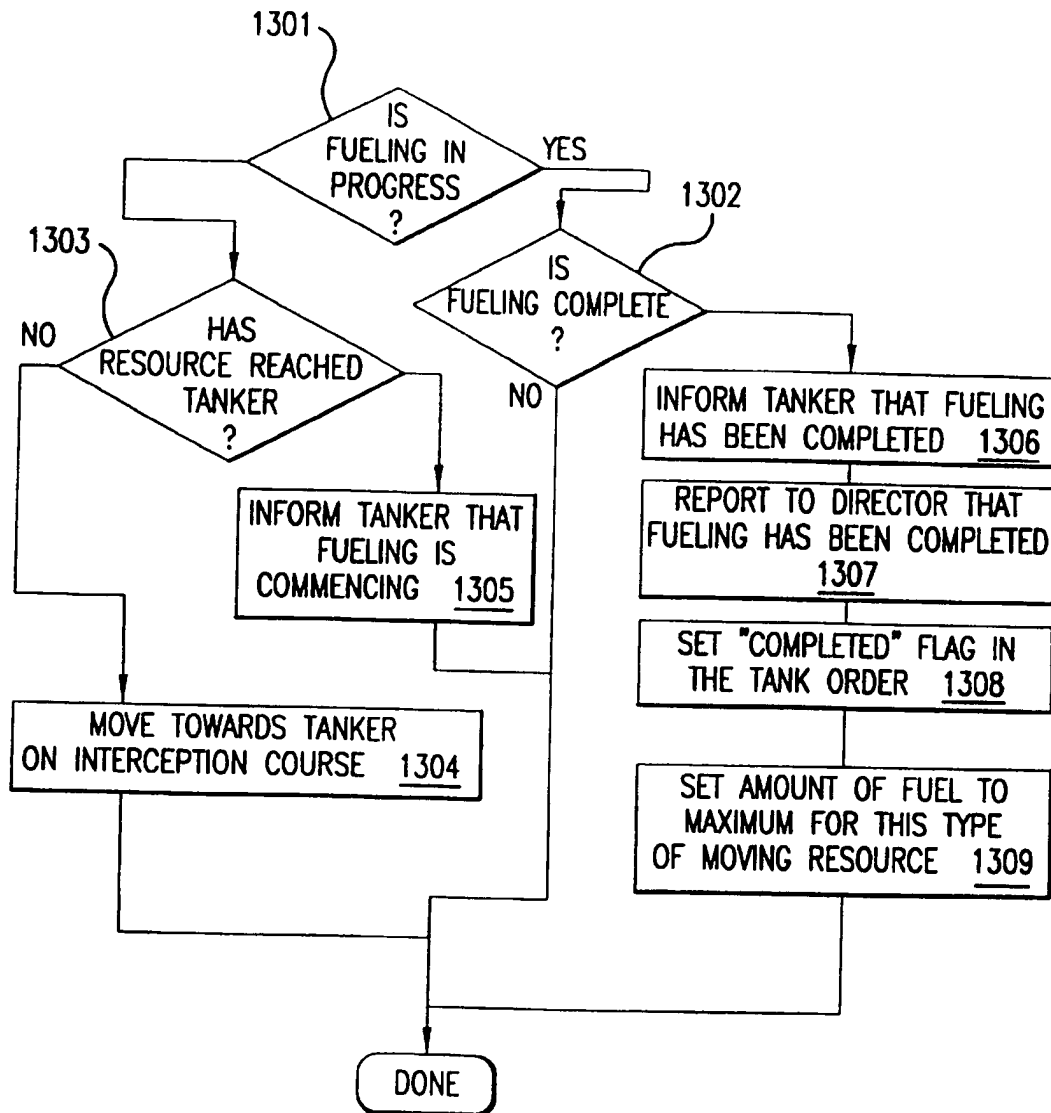


FIG. 13

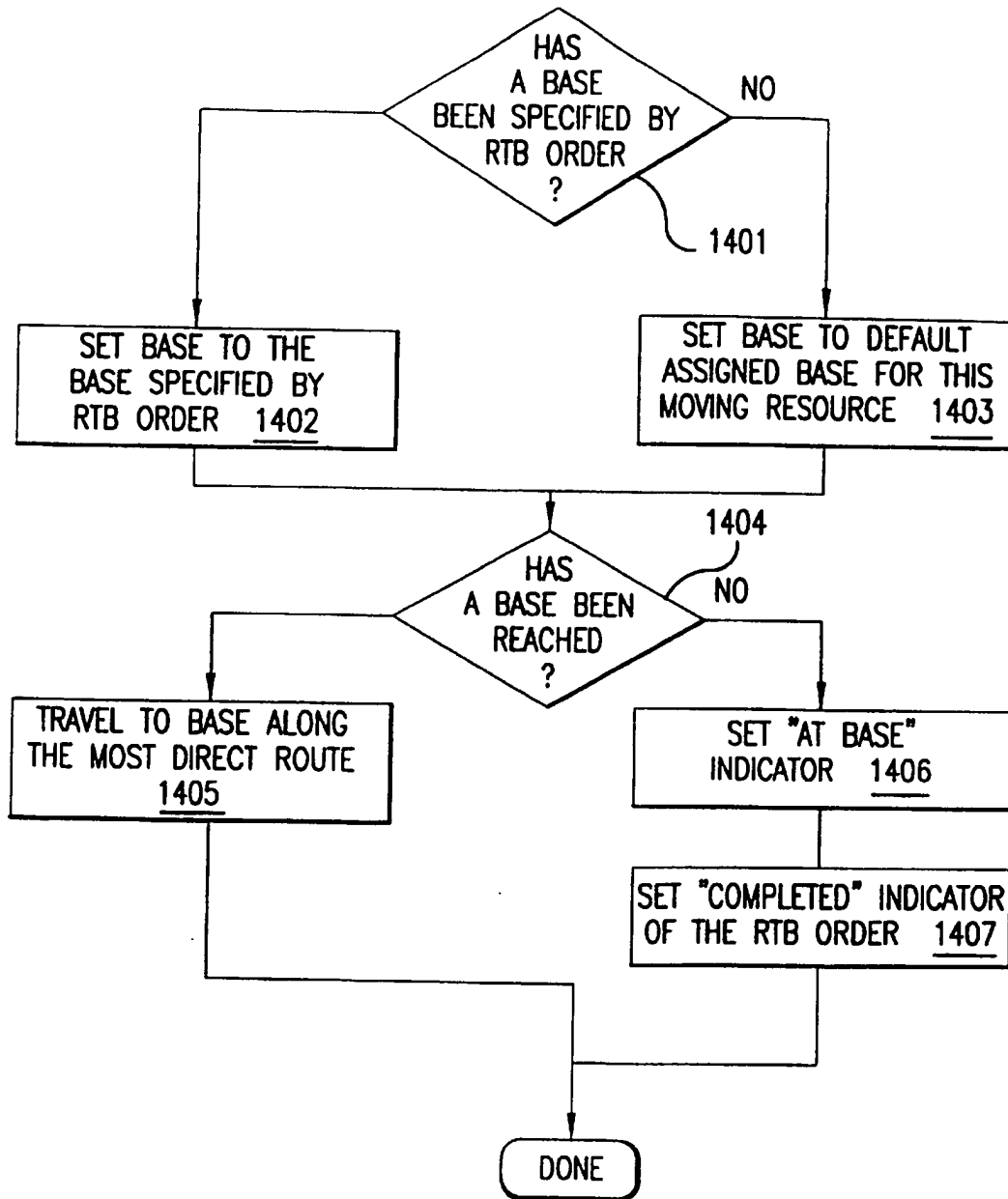


FIG. 14

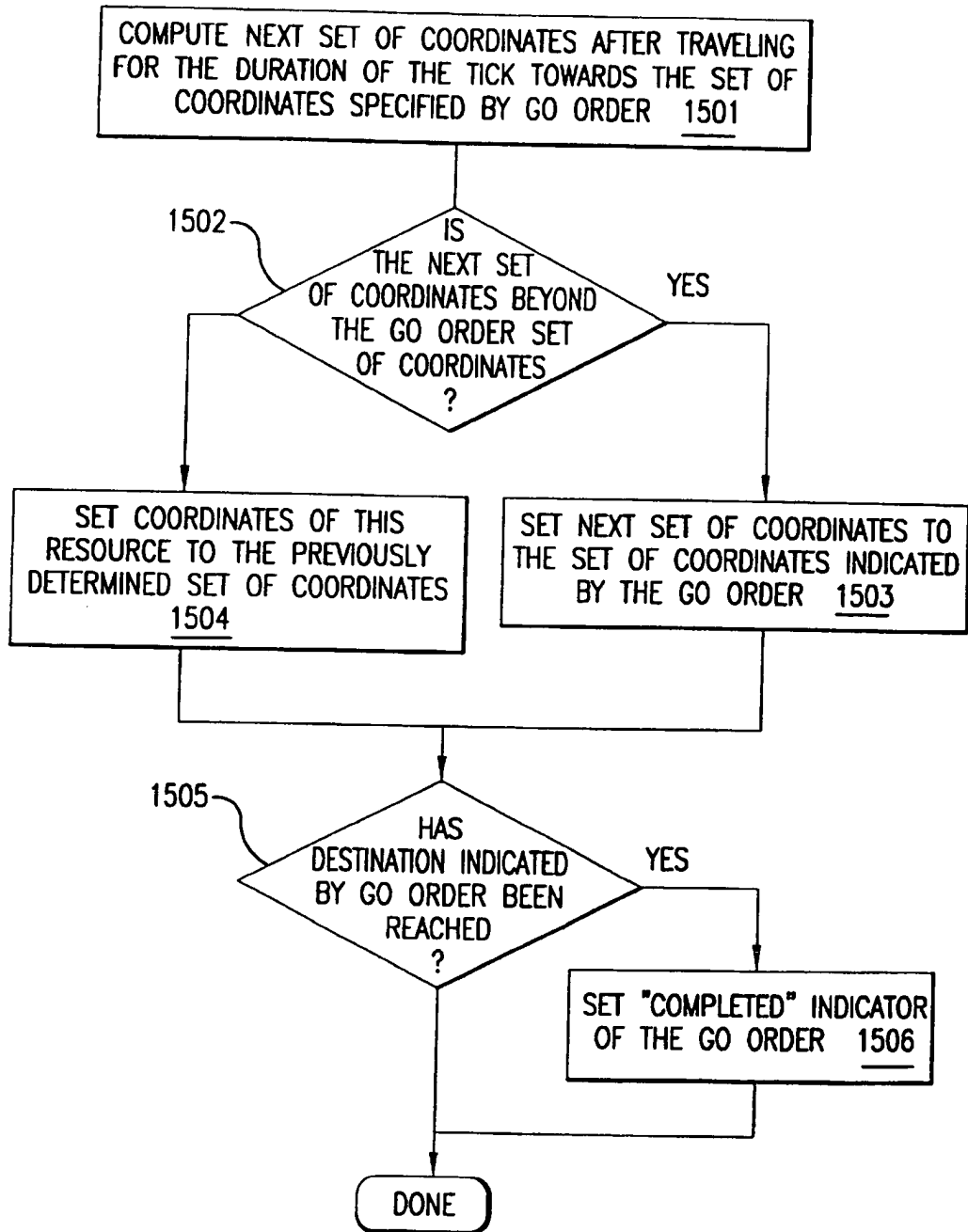


FIG. 15

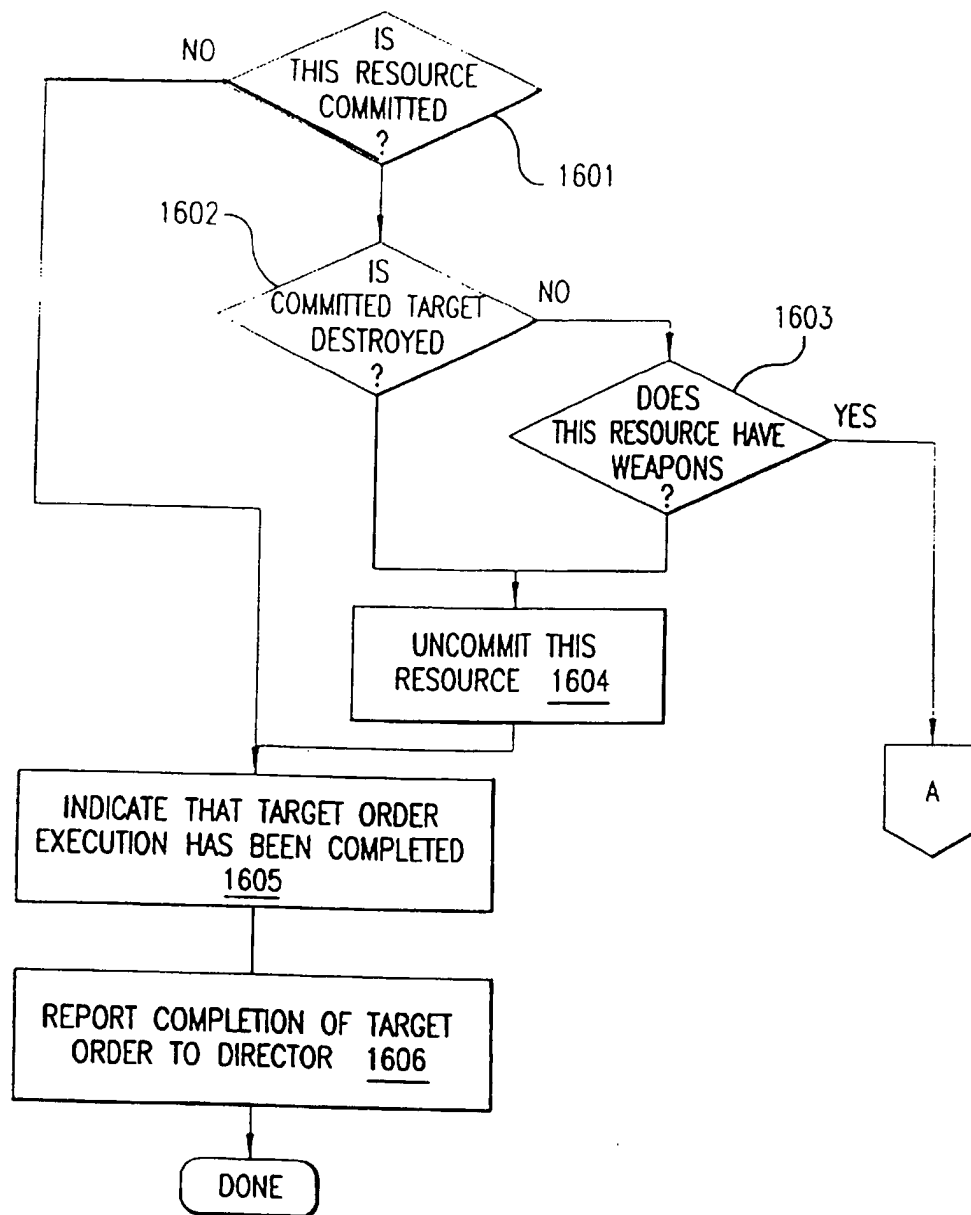


FIG.16 A

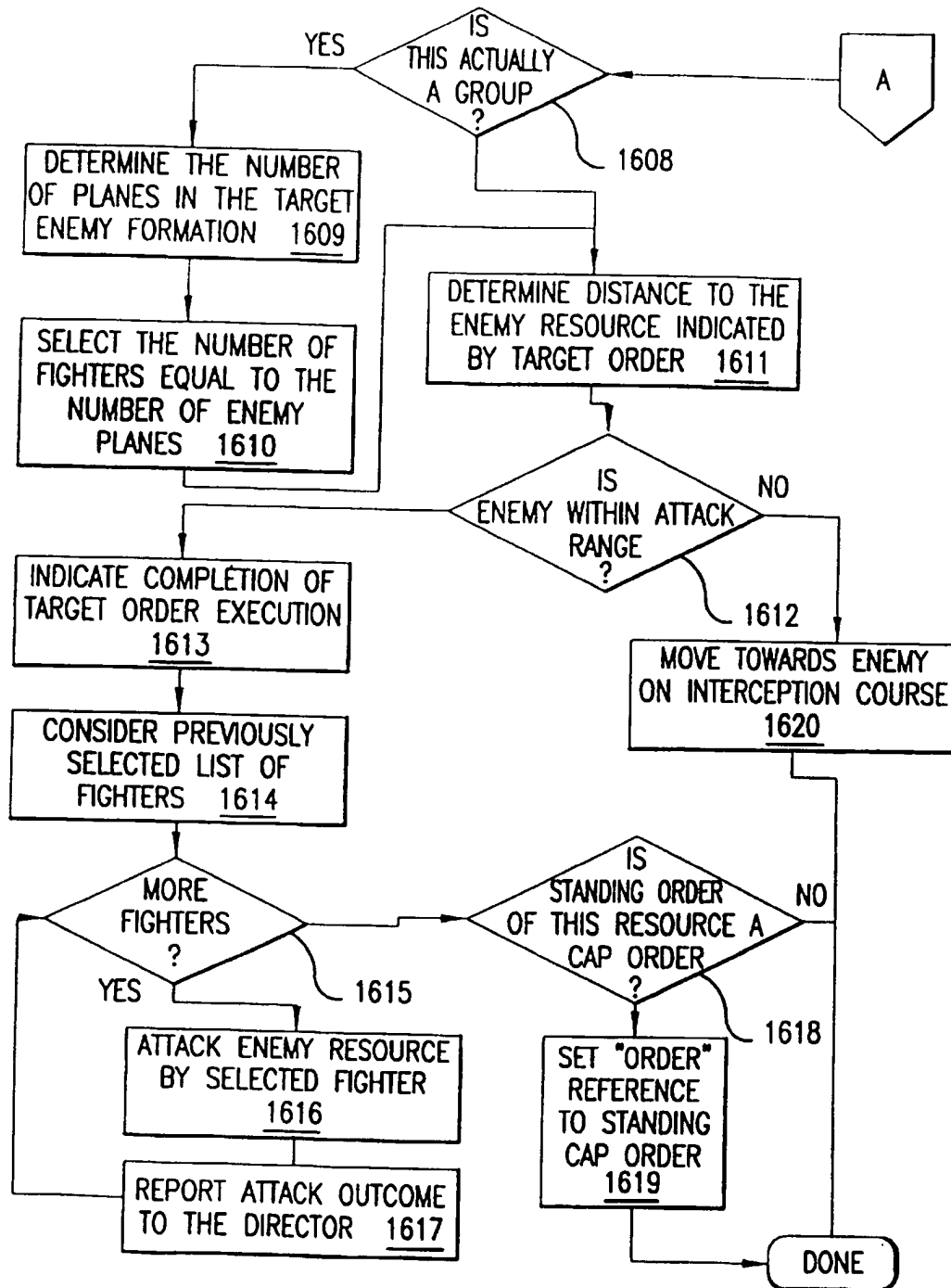


FIG. 16B

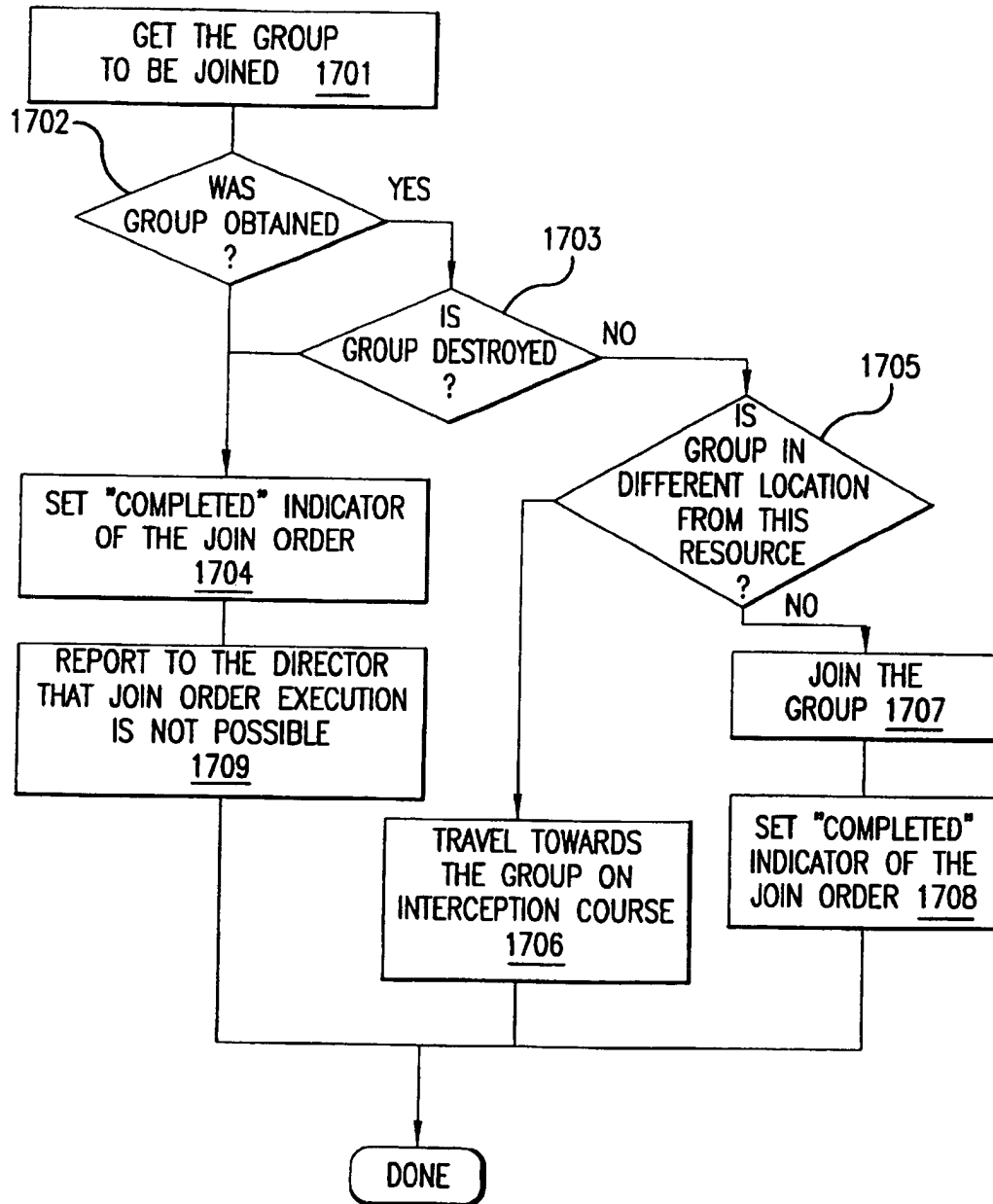


FIG. 17

IDENTIFIER	TYPE	DESCRIPTION
MAXZ	FLOAT	MAXIMUM POSSIBLE ALTITUDE FOR THIS PLANE
MAXL	FLOAT	MAXIMUM POSSIBLE TRAVEL RANGE FOR THIS PLANE
HIT	BOOLEAN	A PLANE HAS BEEN HIT (BY A MISSILE) INDICATOR
MECHANICALPROBLEM	BOOLEAN	A PLANE HAS DEVELOPED A MECHANICAL PROBLEM

FIG. 18

IDENTIFIER	TYPE	DESCRIPTION
WEAPONS	WEAPONS	REFERENCE TO A FIGHTER WEAPONS DESCRIPTOR
NUMATTACKS	INTEGER	NUMBER OF ATTACKS THIS FIGHTER HAS PERFORMED

FIG. 19

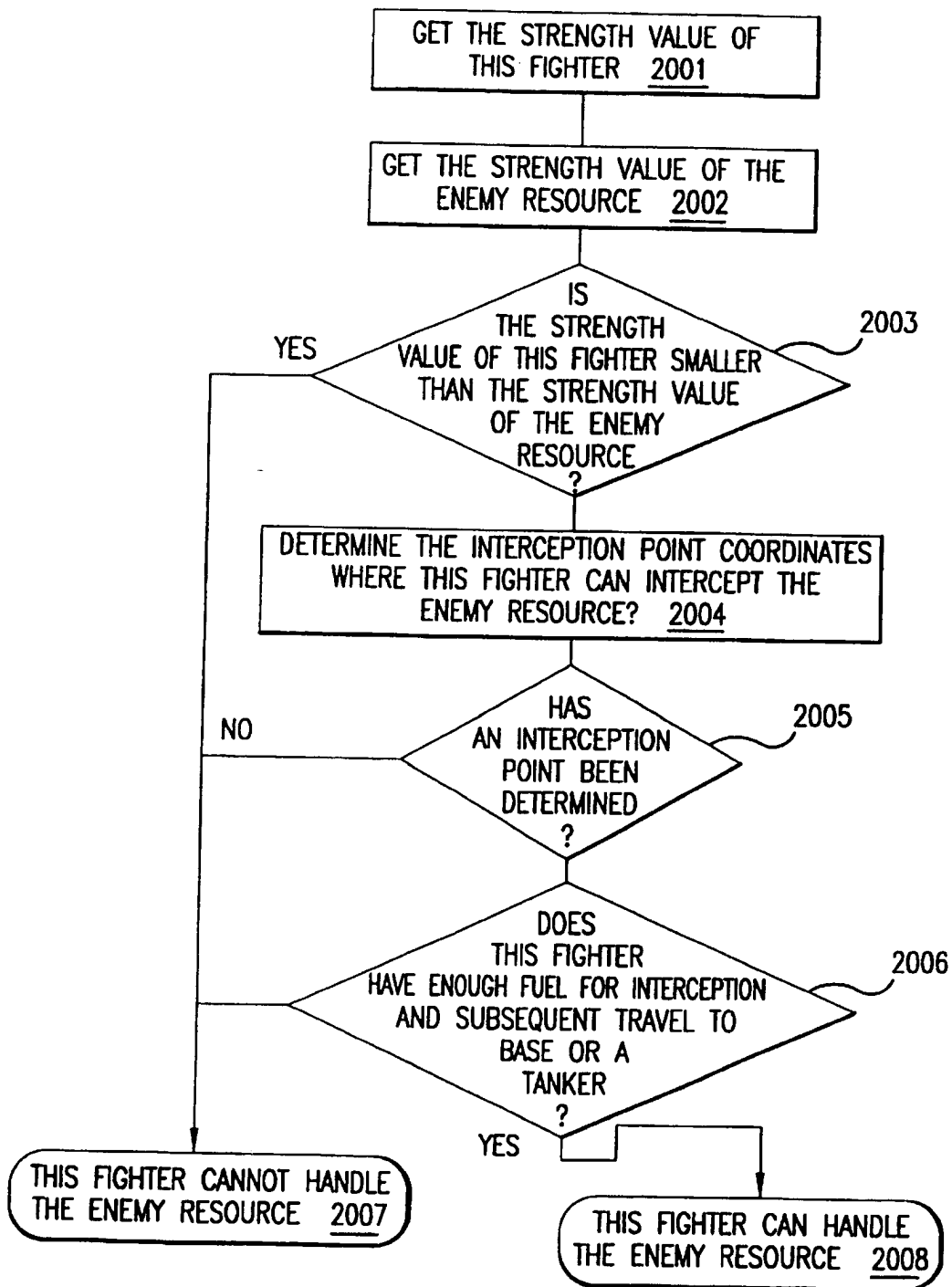


FIG. 20

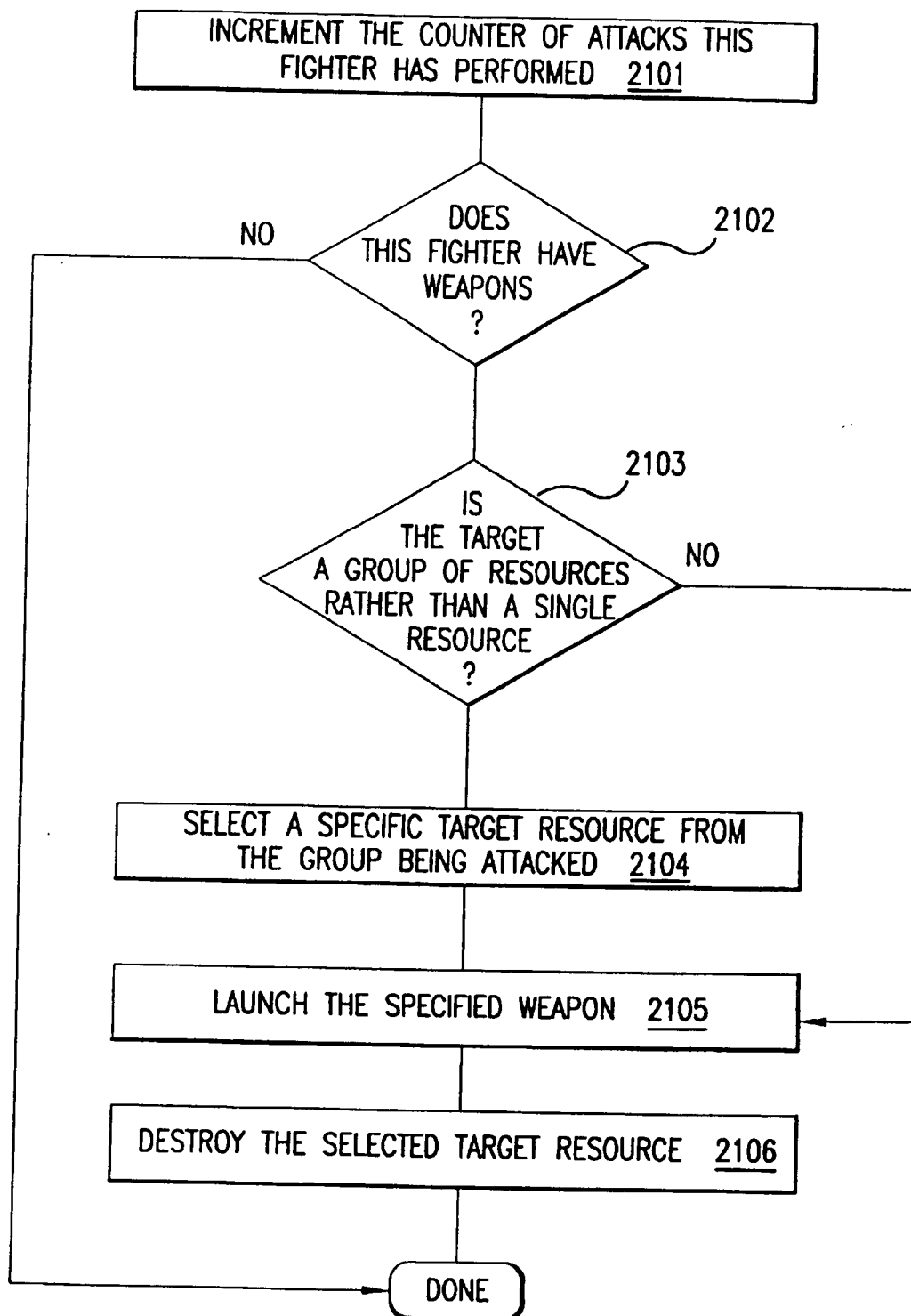


FIG. 21

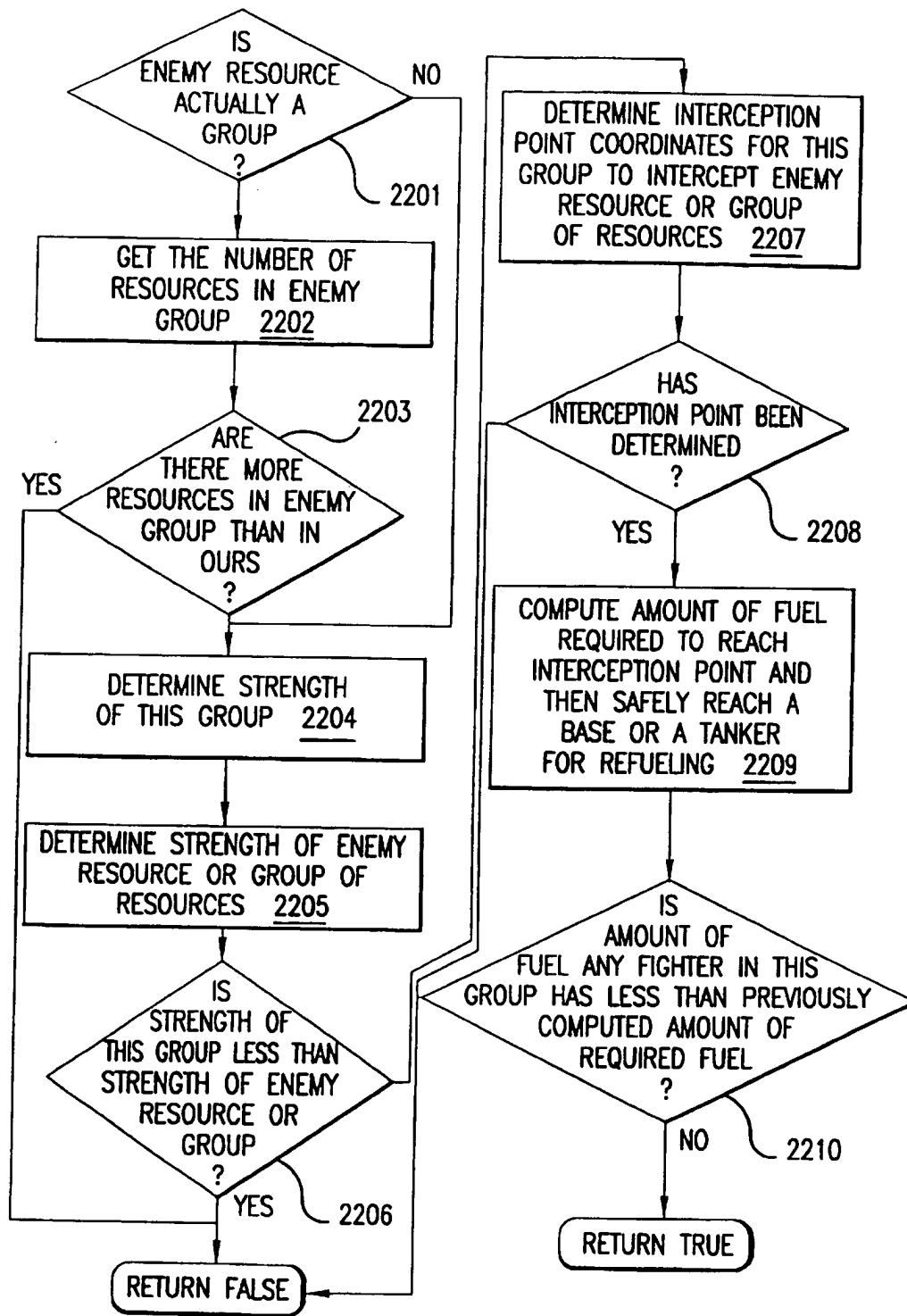


FIG. 22

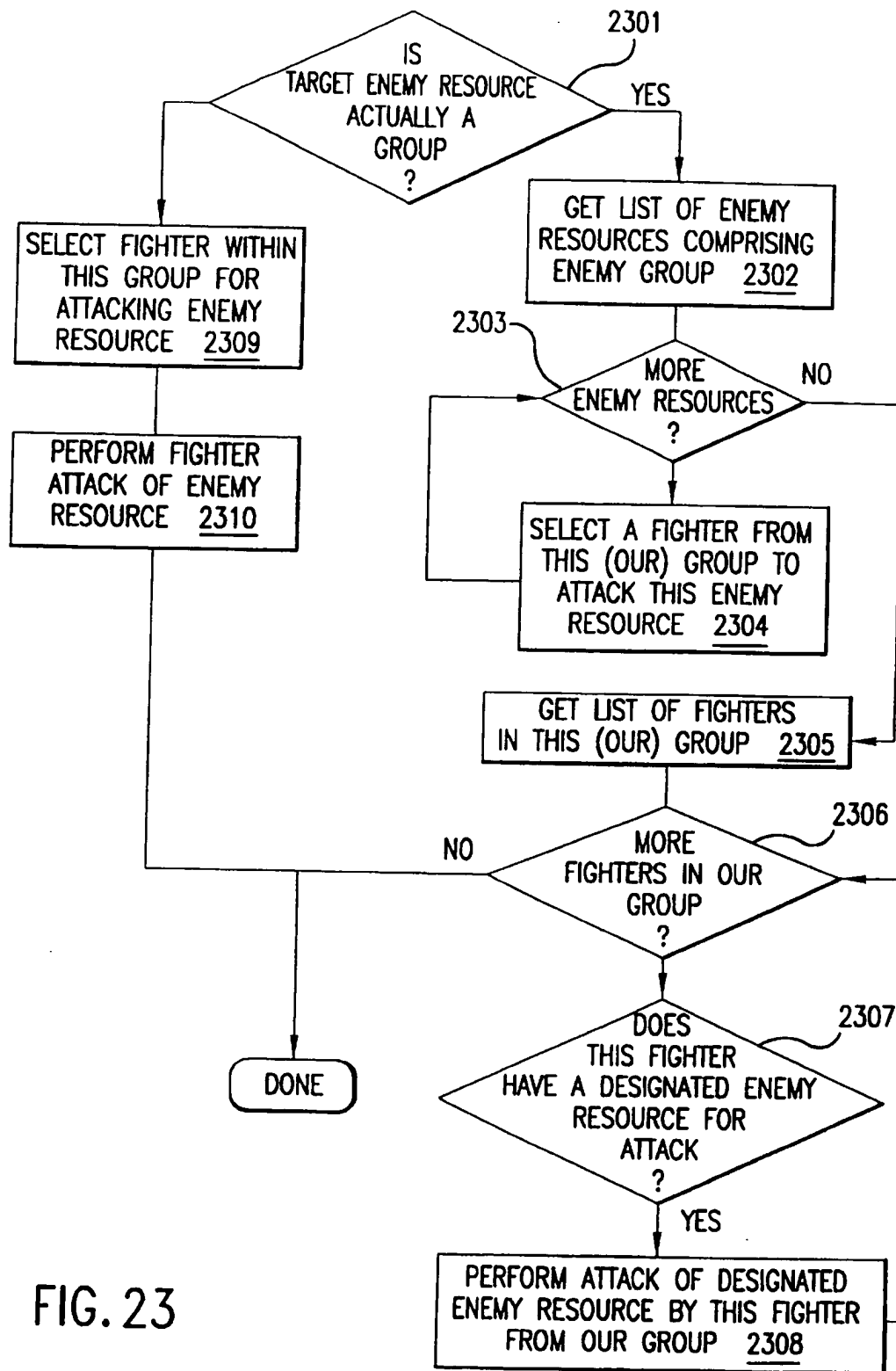


FIG. 23

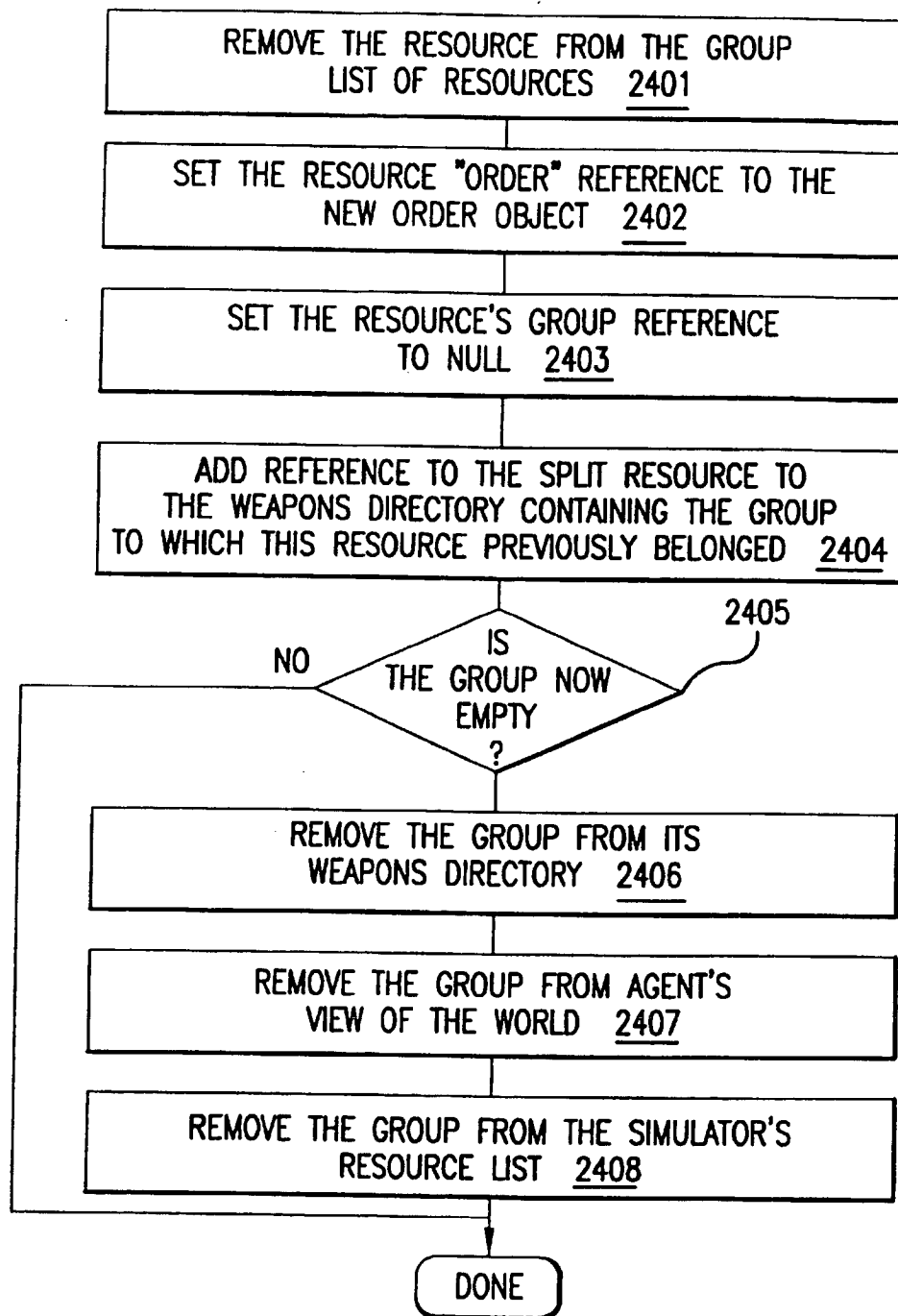


FIG. 24

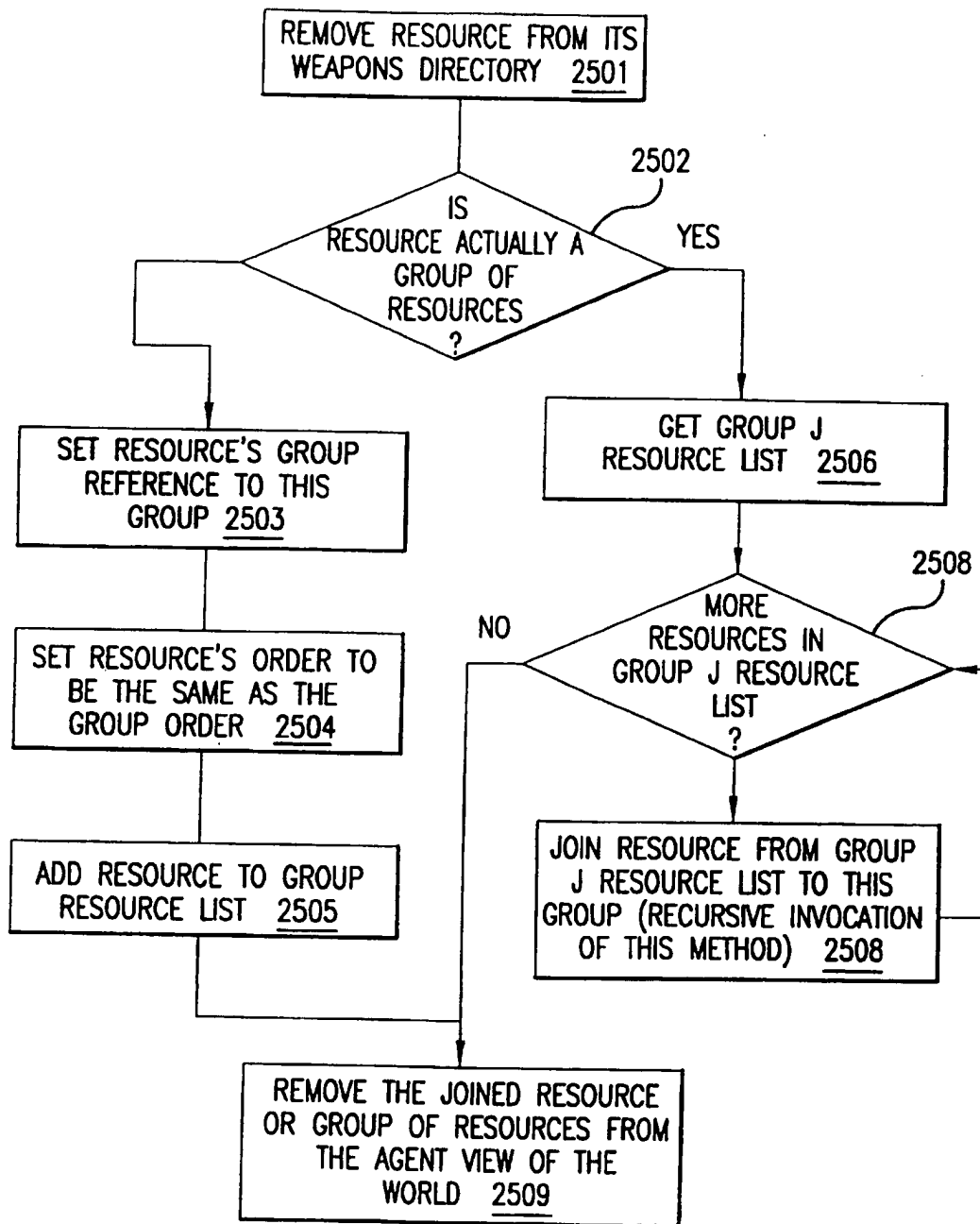


FIG. 25

IDENTIFIER	TYPE	DESCRIPTION
LANE	LANE	THE LANE ASSIGNED TO THIS WEAPONS DIRECTOR
CAPS	VECTOR	THE LIST OF COMBAT AIR PATROL (CAP) ZONES ASSIGNED TO THIS WEAPONS DIRECTOR
WD	WEAPONSDIR	THE WEAPONS DIRECTORY THIS WEAPONS DIRECTOR IS RESPONSIBLE FOR MANAGING
LEVEL	INTEGER	RESPONSIBILITY LEVEL OF THE WEAPONS DIRECTOR: 0-UNKNOWN 1-NOVICE 2-JOURNEYMAN 3-EXPERT 4-MASTER
ALLEGIANCE	INTEGER	ALLEGIANCE OF THE WEAPONS DIRECTOR (UNKNOWN, OURS, ENEMY)
SENIOR	SENIOR	SENIOR DIRECTOR TO WHOM THIS WEAPONS DIRECTOR REPORTS
HANDLE	VECTOR	LIST OF ENEMY RESOURCES THIS WEAPONS DIRECTOR NEEDS TO HANDLE
HUMAN	BOOLEAN	WEAPONS DIRECTOR IS OPERATING IN MANUAL MODE (AS OPPOSED TO AGENT-AUTOMATED)
RECOMMENDATIONS	VECTOR	LIST OF RECOMMENDATIONS FROM THE AGENT THE WEAPONS DIRECTOR RECEIVES AT EVERY TICK OF THE SIMULATION
RECOMMENDATIONS FROM HUMAN	VECTOR	LIST OF MANUALLY-ENTERED RECOMMENDATION/ORDER PAIRS FROM A HUMAN USER PASSED TO THIS WEAPONS DIRECTOR REPRESENTATION
EVENTS	VECTOR	LIST OF EVENTS THAT OCCURRED DURING A SIMULATION TICK WHICH THE AGENT CONSIDERS TO BE OF INTEREST TO THIS WEAPONS DIRECTOR
RATIONALE	VECTOR	LIST OF TEXTUAL ENTRIES, EACH CORRESPONDING TO A RECOMMENDATION IN THE "RECOMMENDATIONS" LIST, COMPRISING THE AGENT'S EXPLANATIONS OF REASONS FOR EACH RECOMMENDATION

FIG. 26

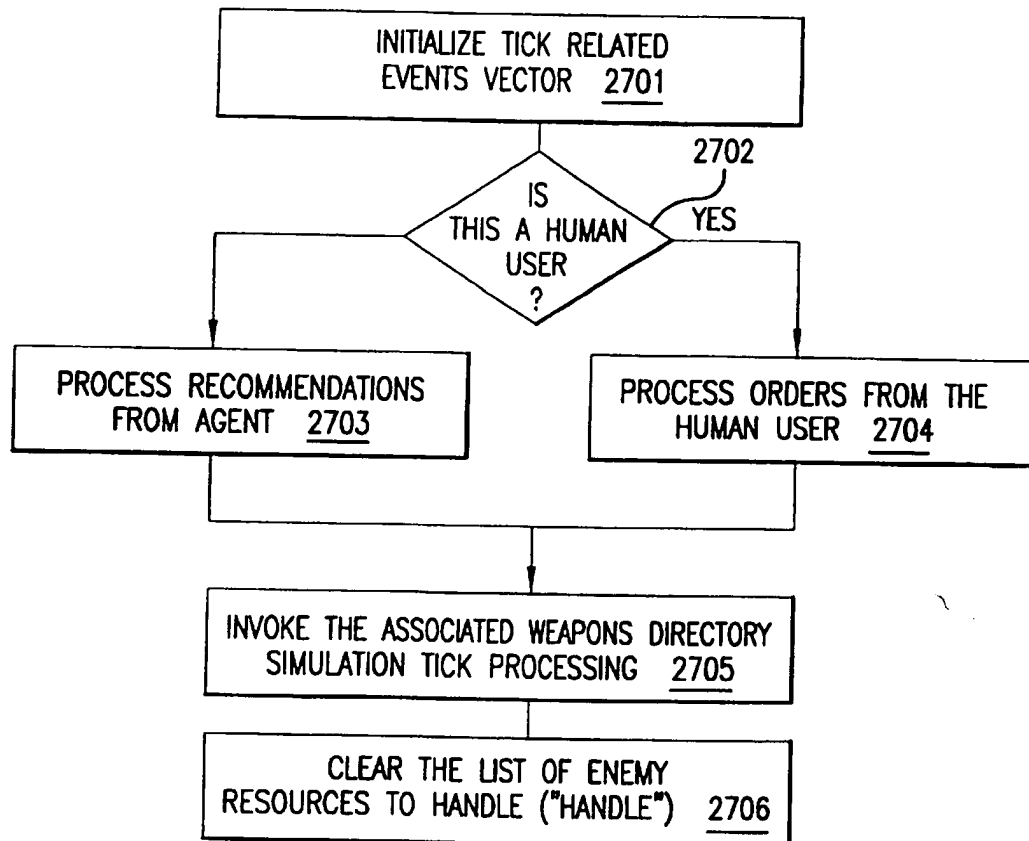


FIG. 27

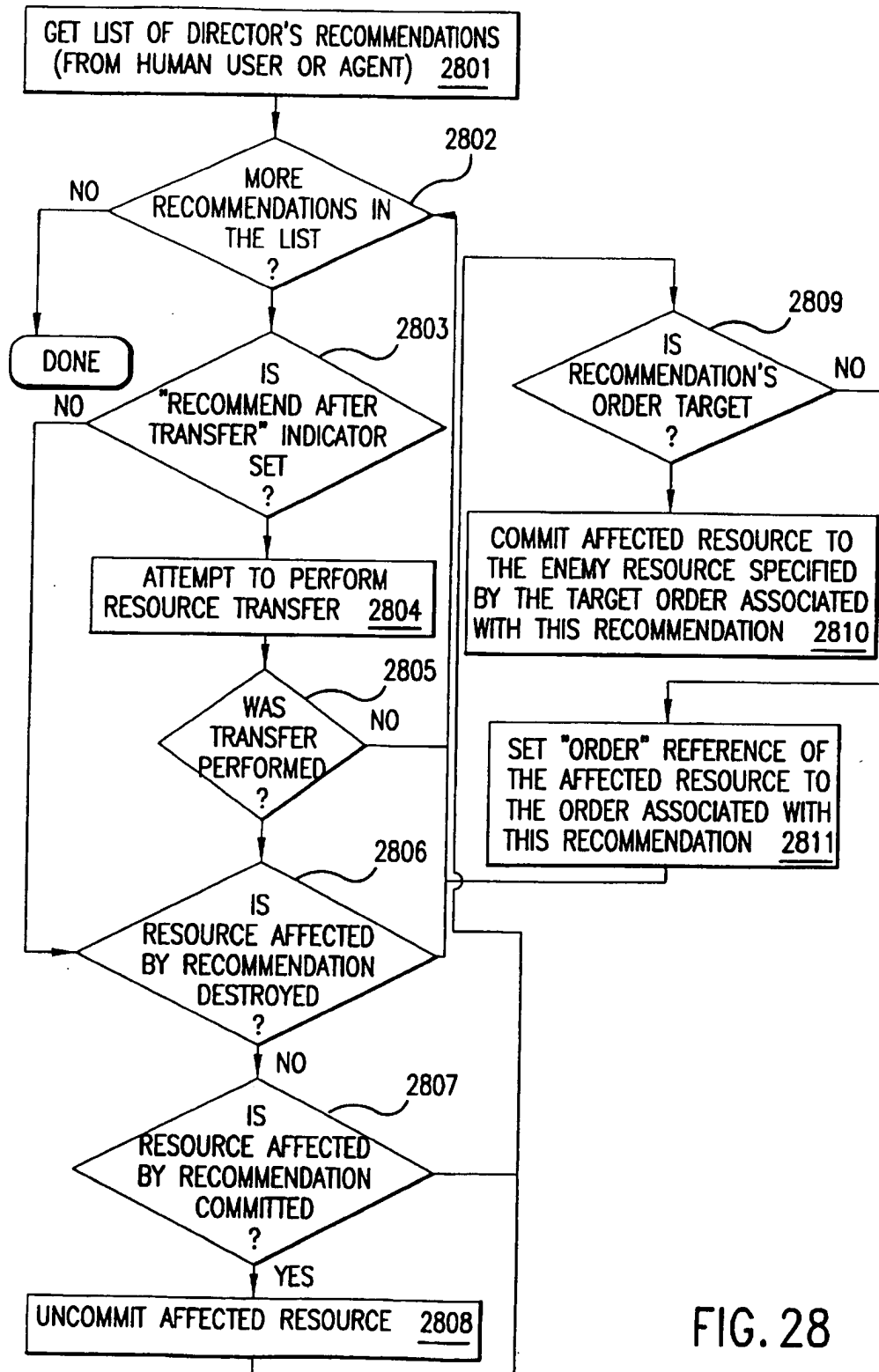


FIG. 28

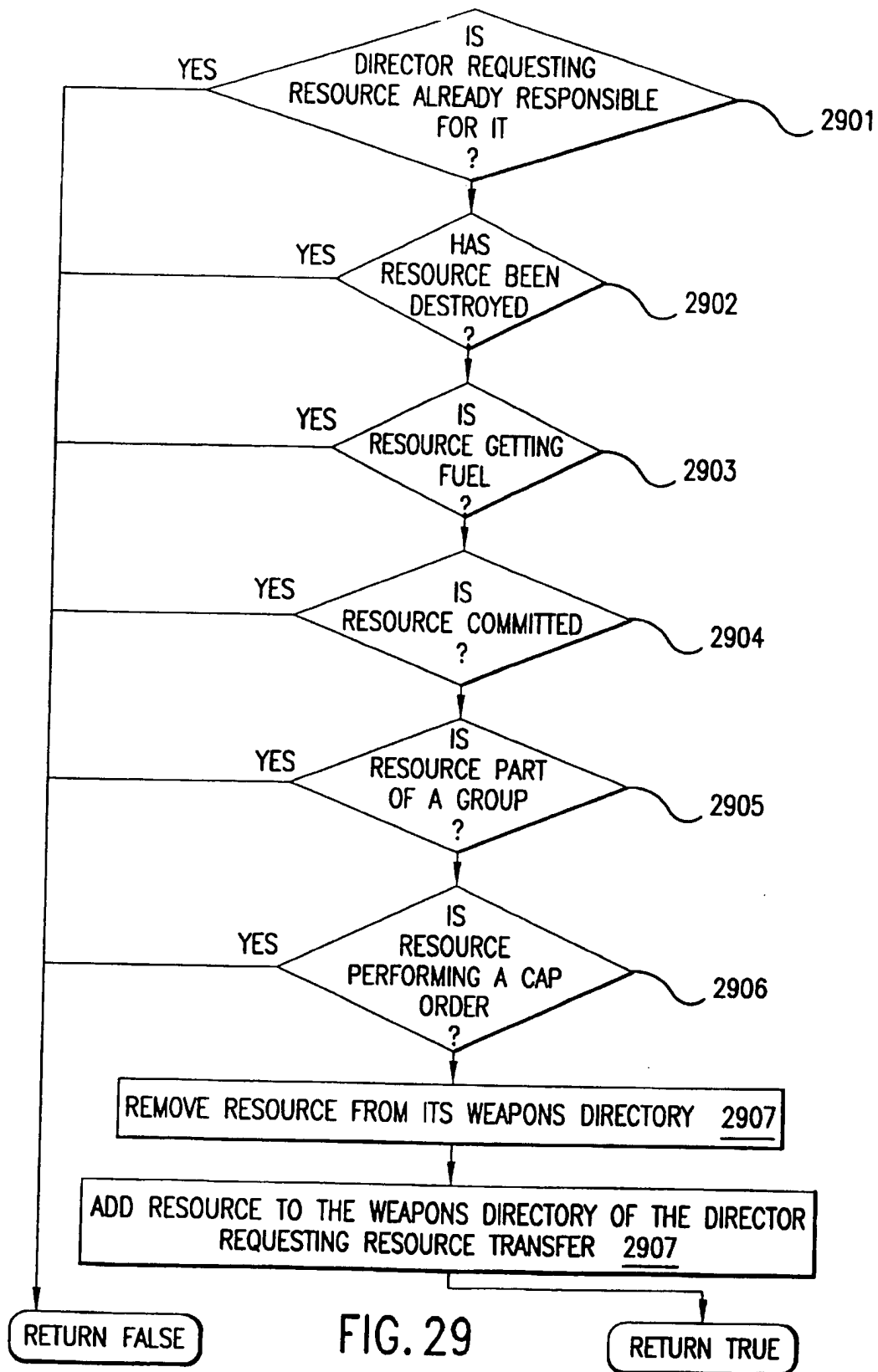


FIG. 29

IDENTIFIER	TYPE	DESCRIPTION
NAME	STRING	RECOMMENDATION IDENTIFIER
TOWHOM	DIRECTOR	REFERENCE TO THE WEAPONS DIRECTOR TO WHOM THE RECOMMENDATION IS MADE
R	VECTOR	LIST OF RESOURCES AFFECTED BY THIS RECOMMENDATION
ORDER	ORDER	ORDERS FOR RESOURCES AFFECTED BY THIS RECOMMENDATION
DESC	STRING	VERBAL DESCRIPTION OF THE RECOMMENDATION
ACCEPTED	BOOLEAN	INDICATOR OF ACCEPTANCE BY THE DIRECTOR (OR THE AGENT ON BEHALF OF THE DIRECTOR IF DIRECTOR IS AUTOMATED BY THE AGENT)
TRANSFER	BOOLEAN	RECOMMENDATION IS VALID ONLY AFTER THE SPECIFIED RESOURCES HAVE BEEN TRANSFERRED TO THIS WEAPONS DIRECTOR WITH THE APPROVAL FROM THE SENIOR DIRECTOR

FIG. 30

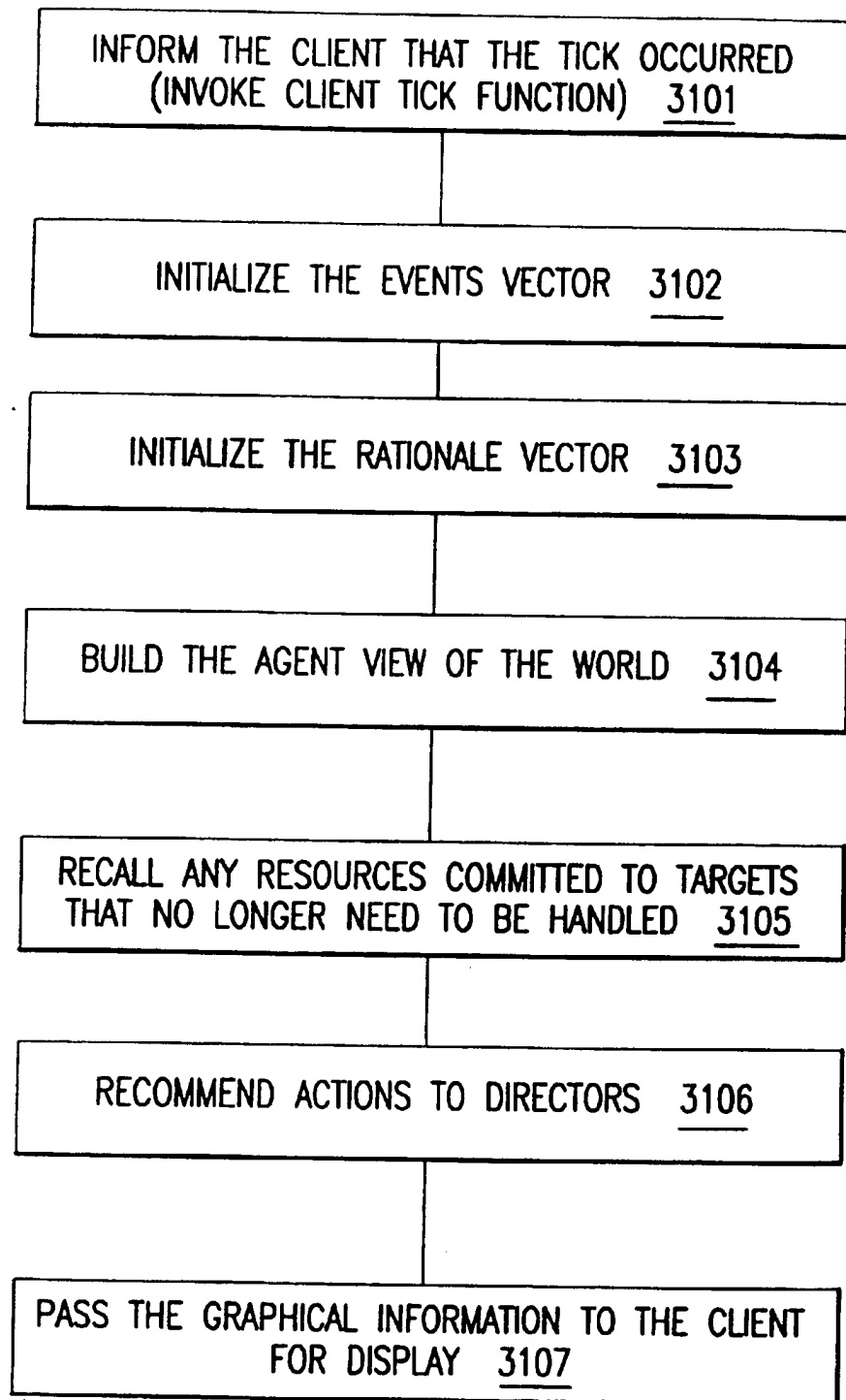
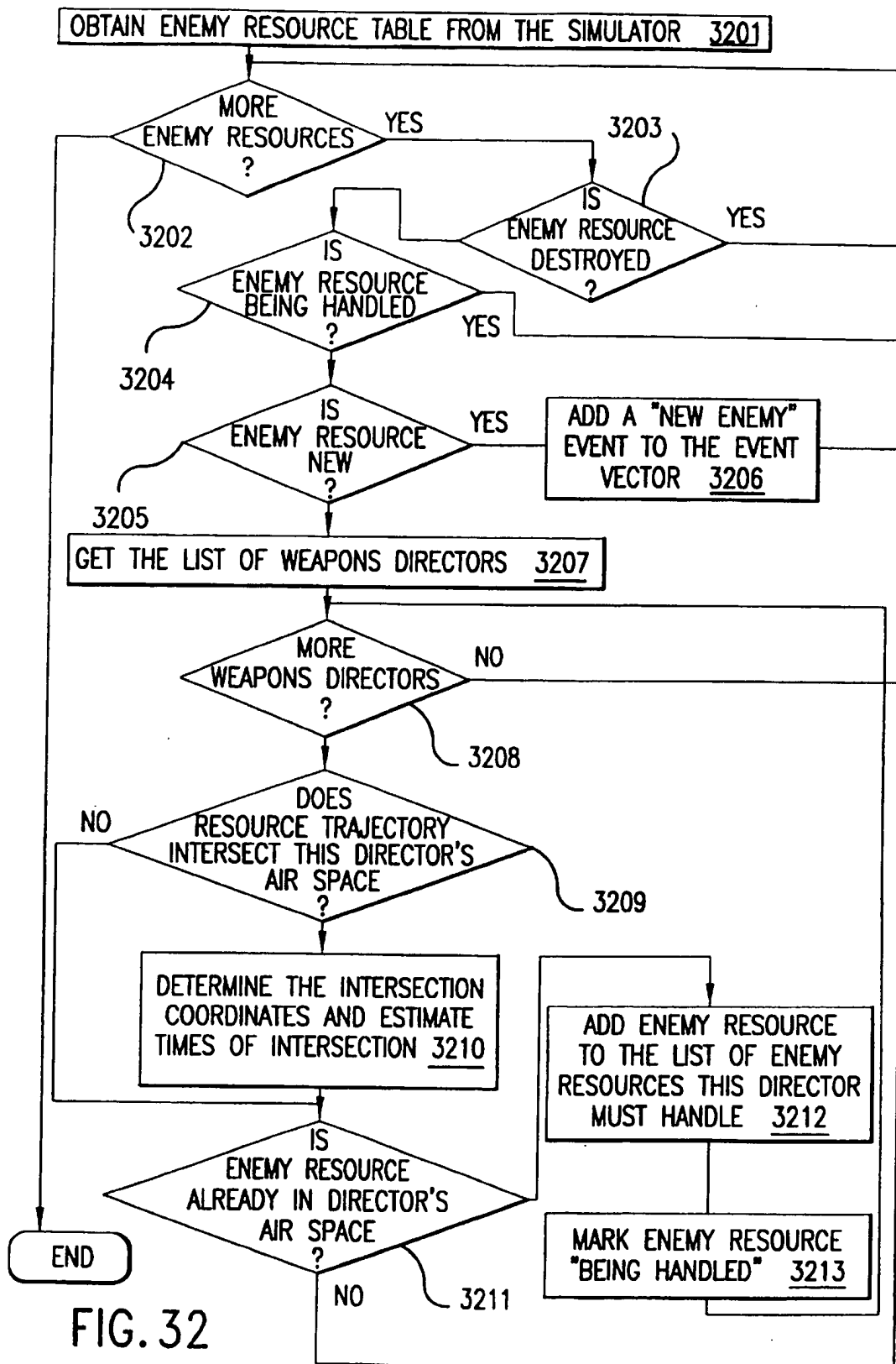


FIG. 31



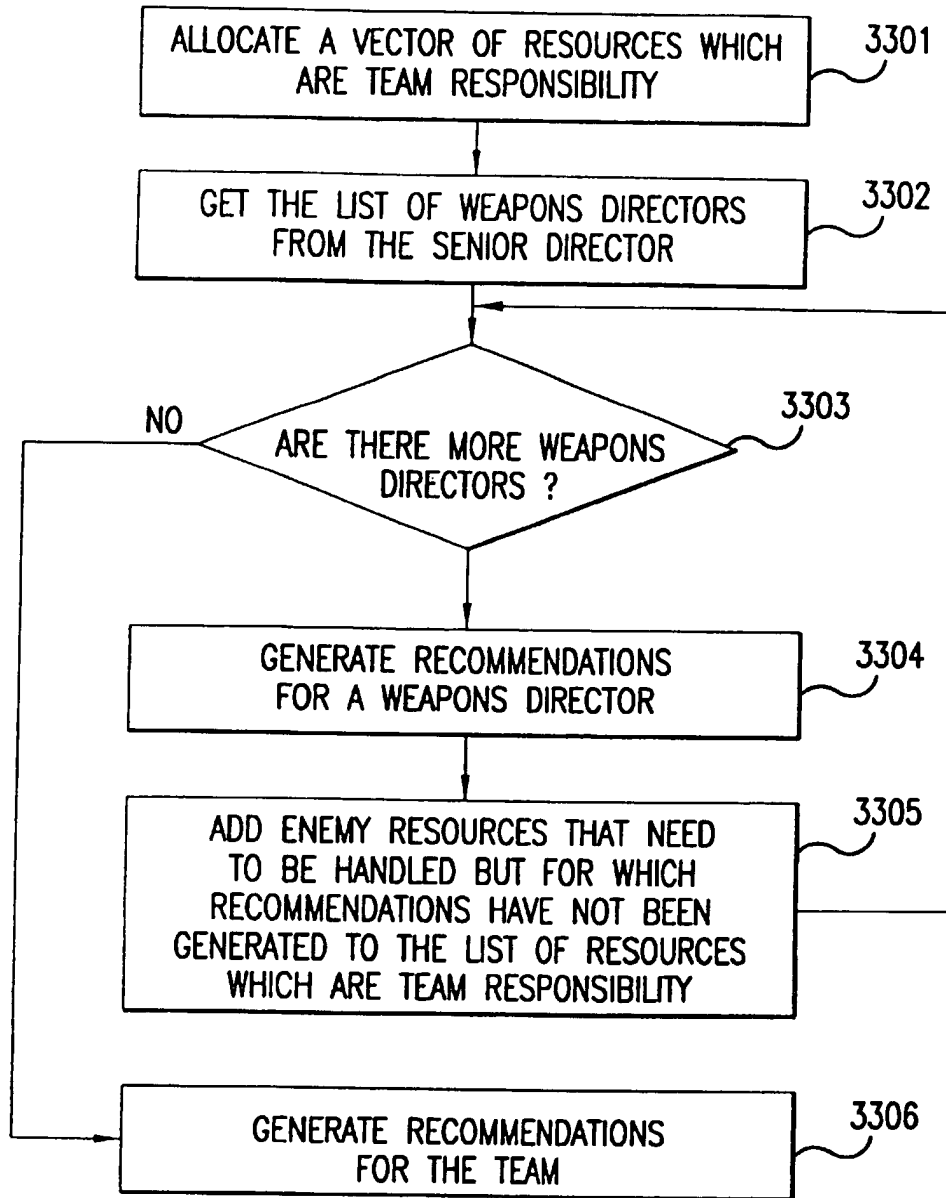


FIG.33

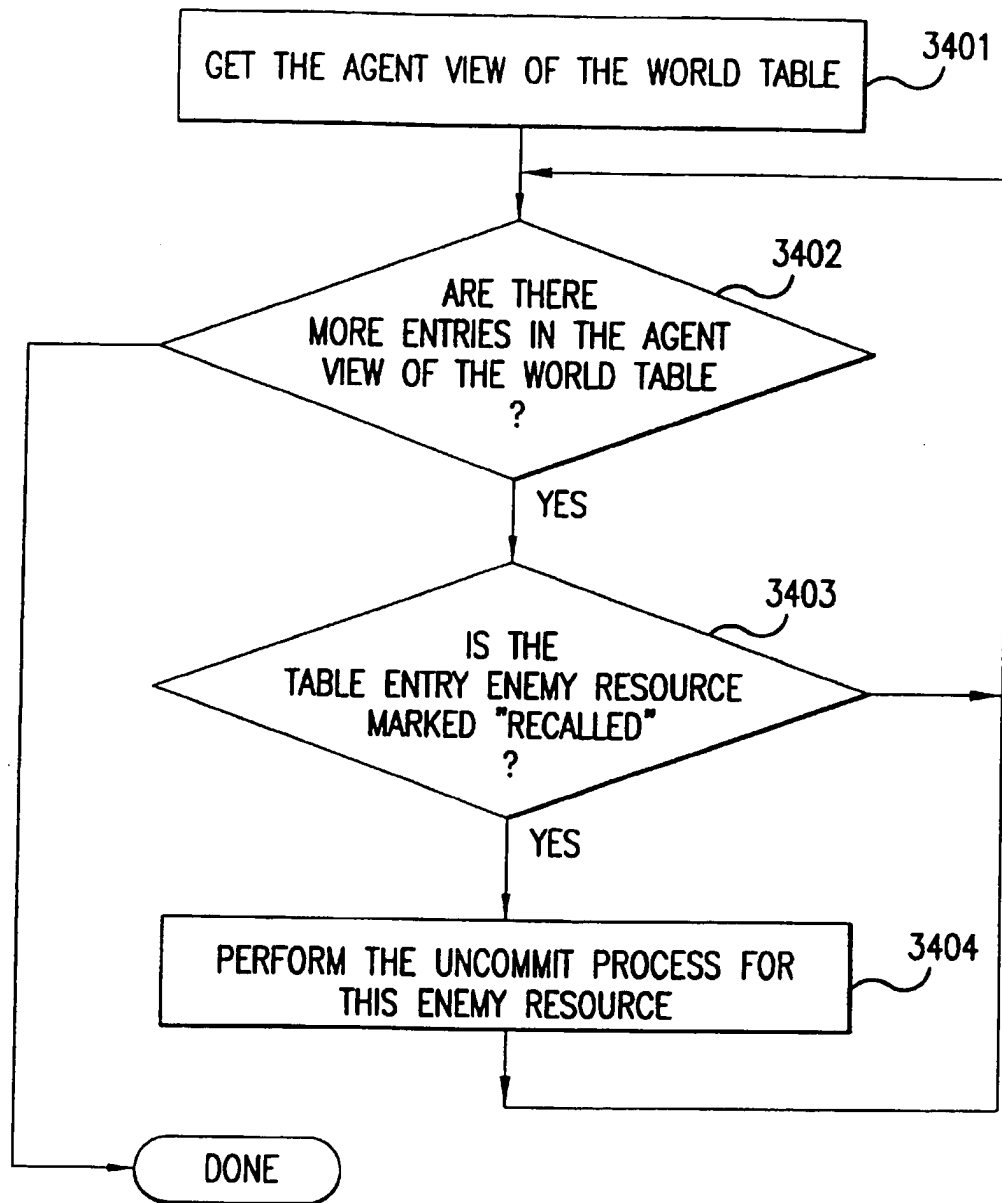


FIG.34

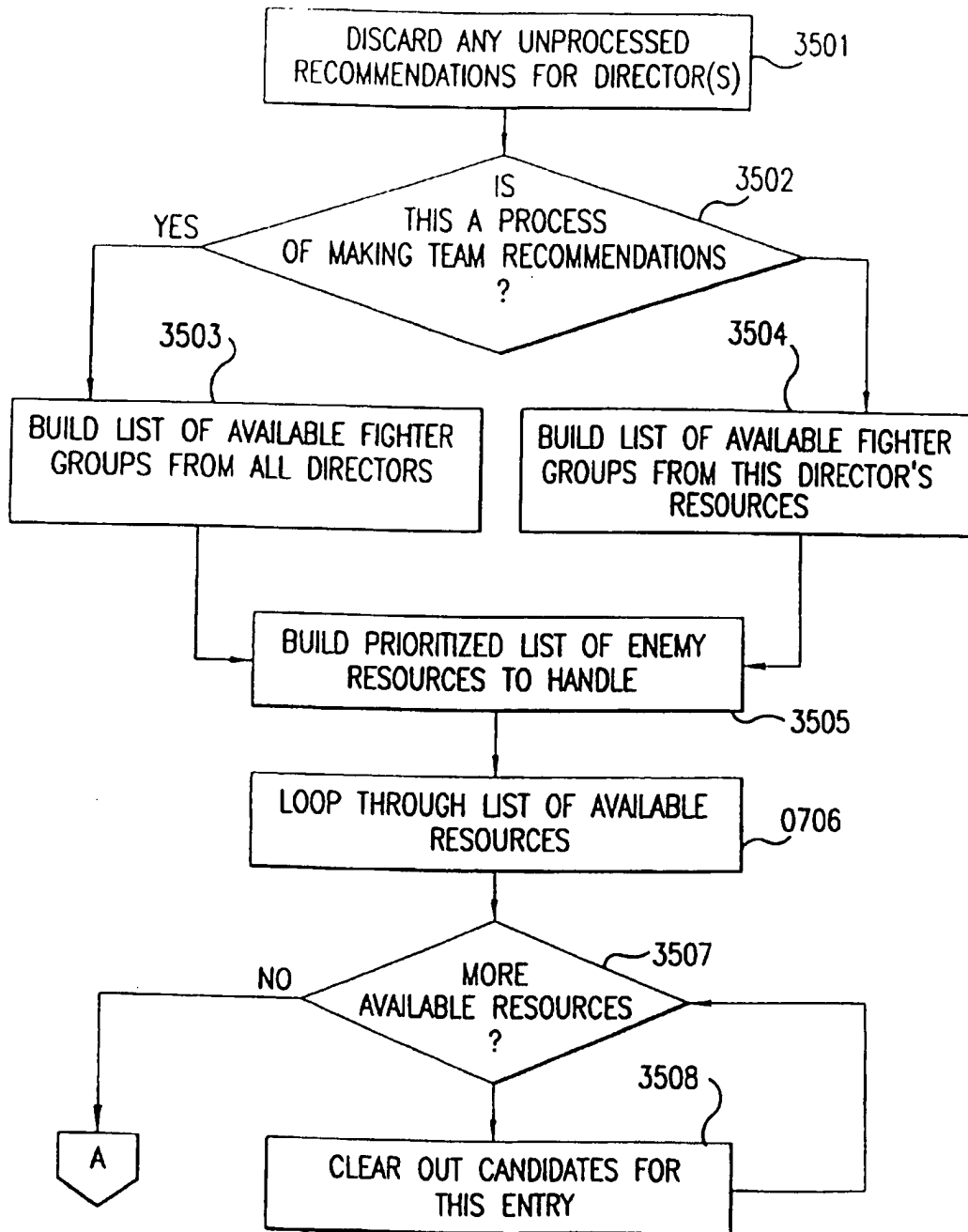
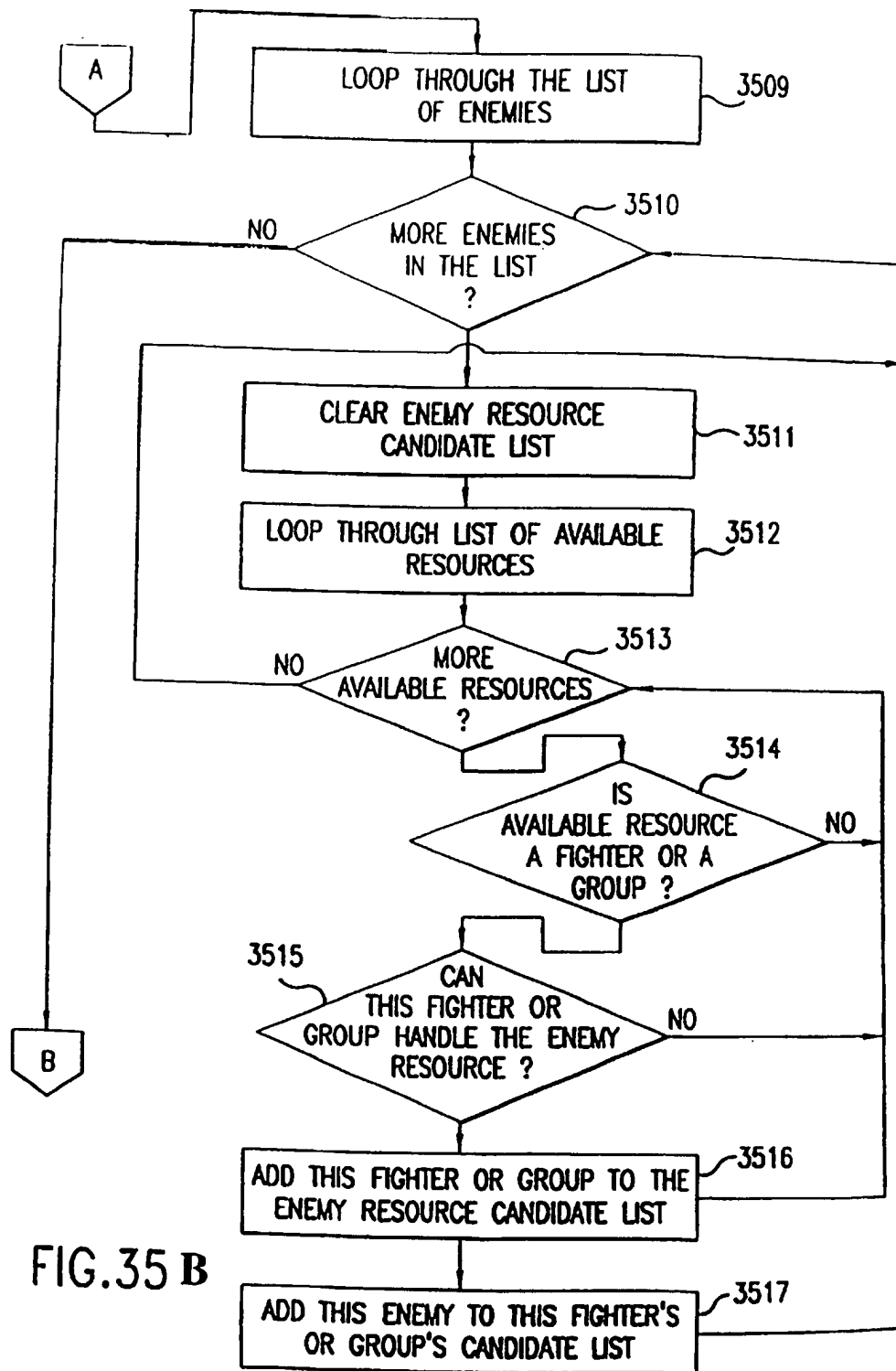


FIG. 35A



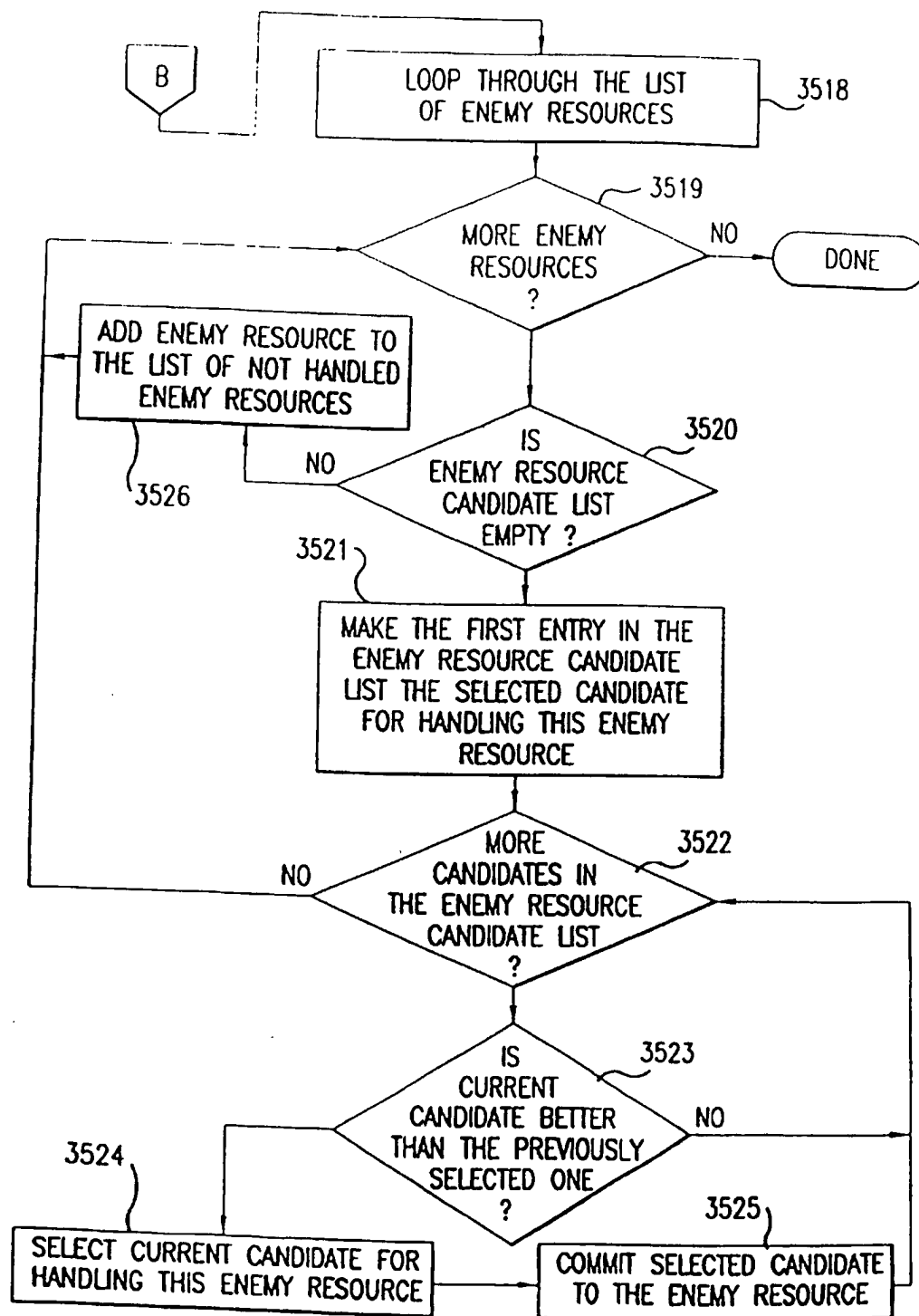
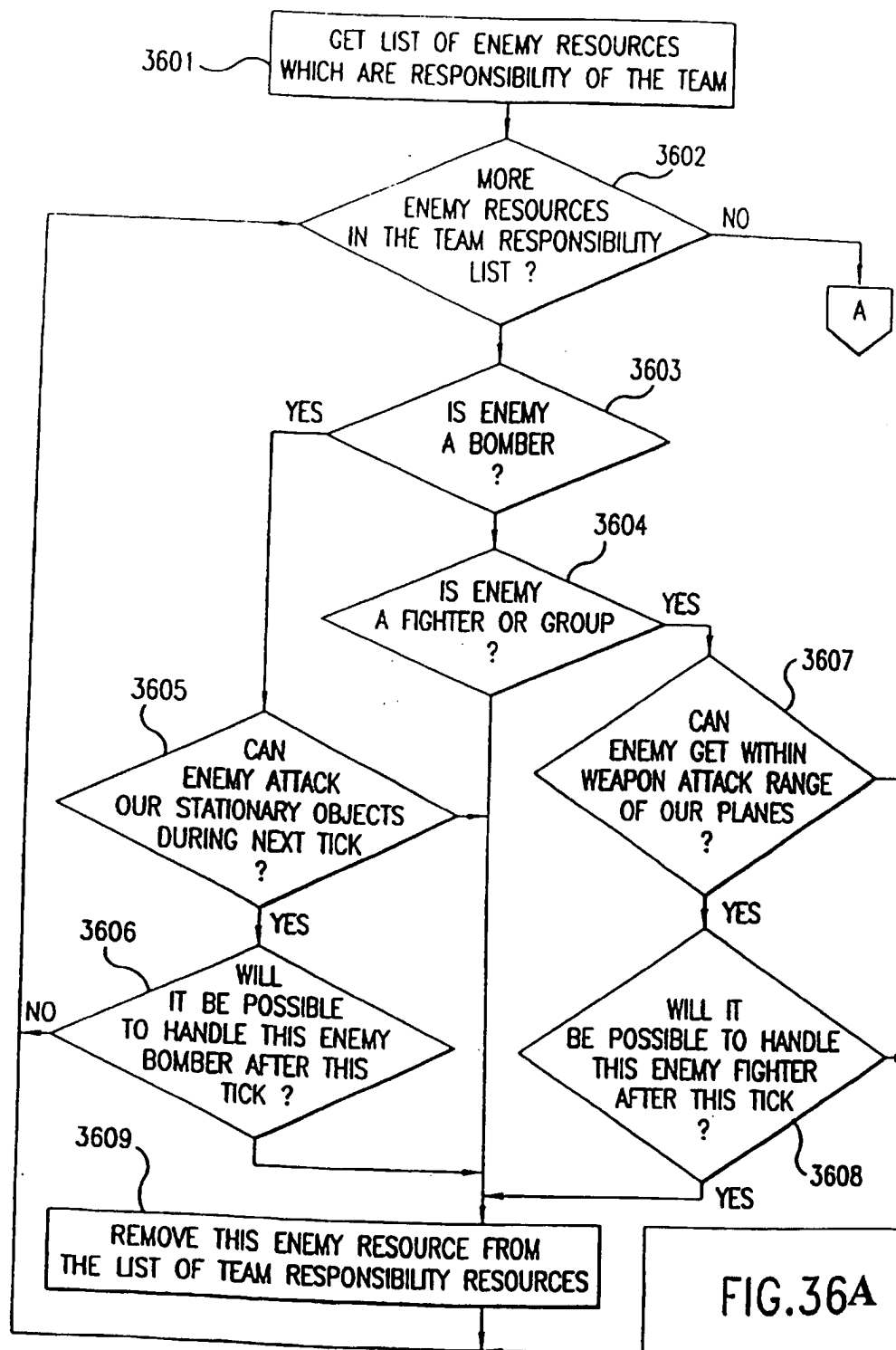
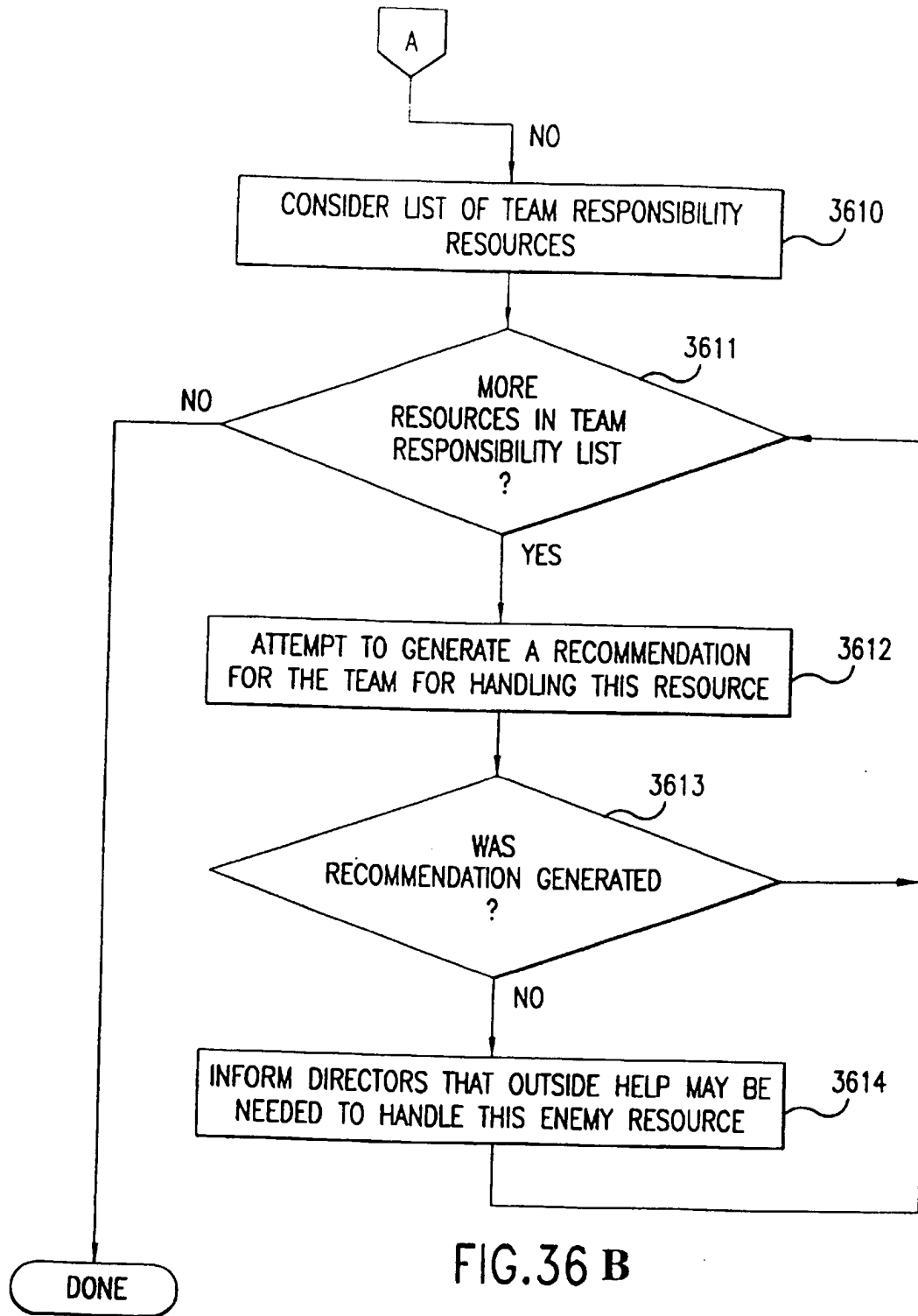


FIG. 35C





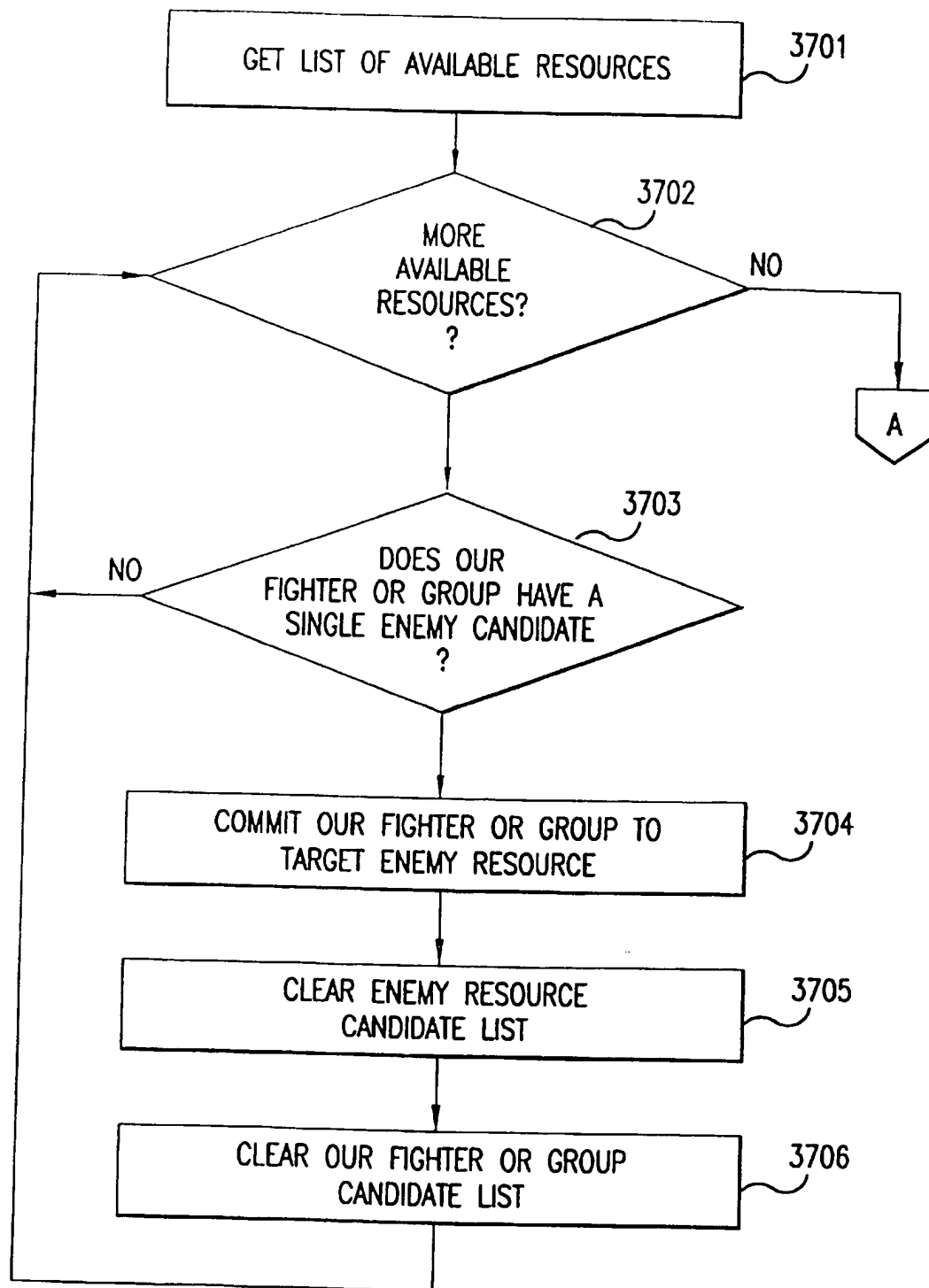


FIG.37 A

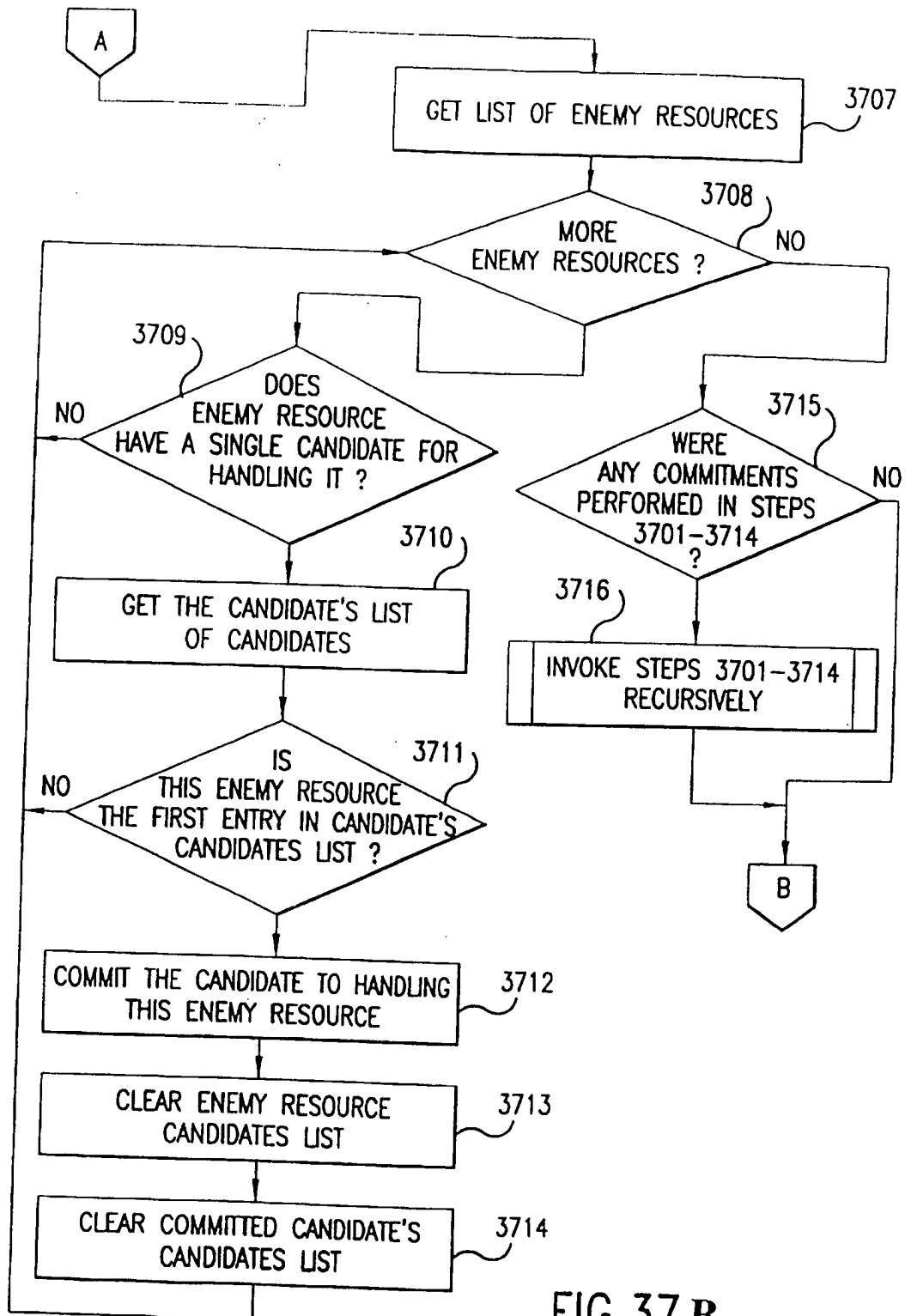


FIG. 37 B

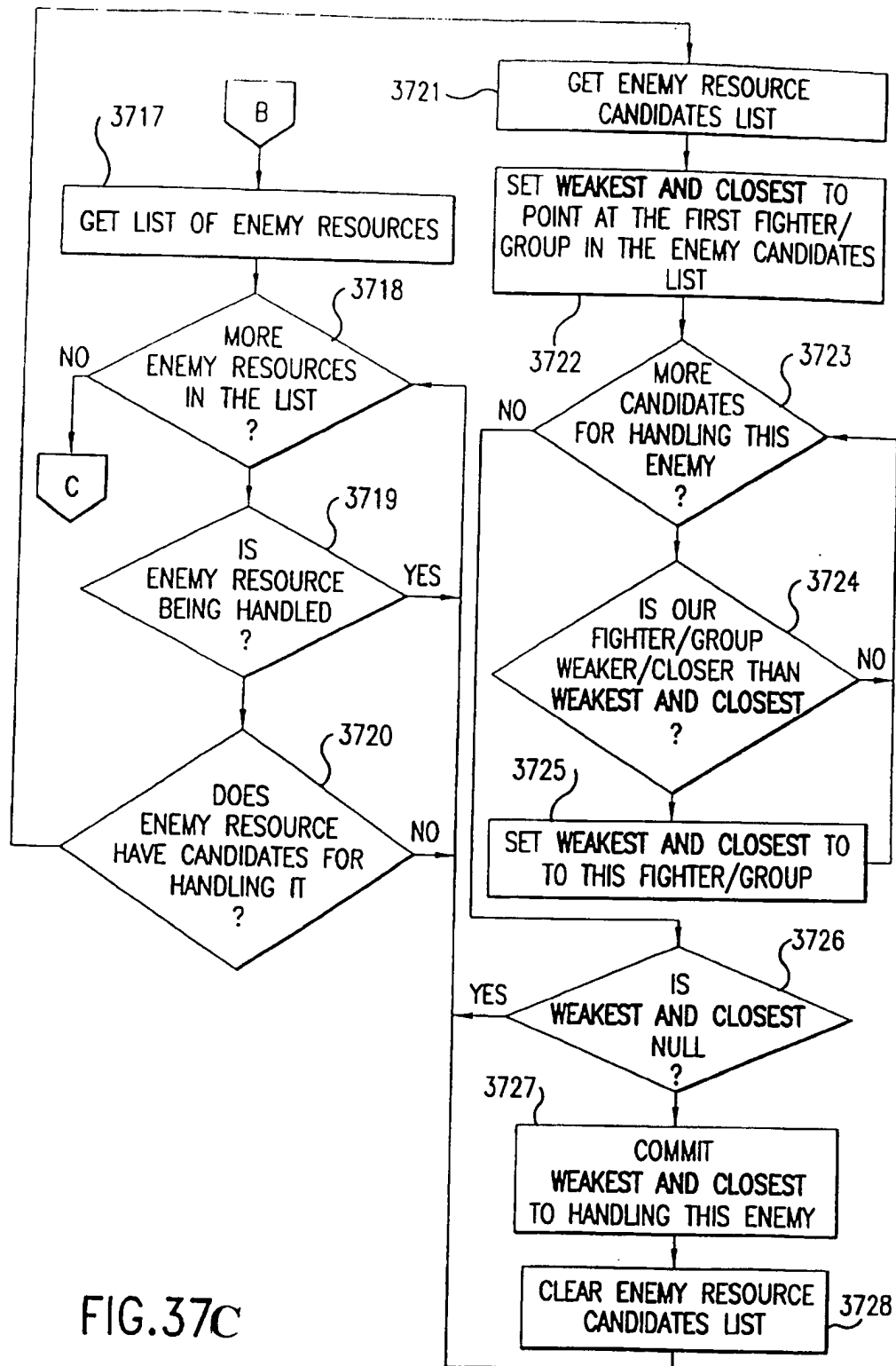
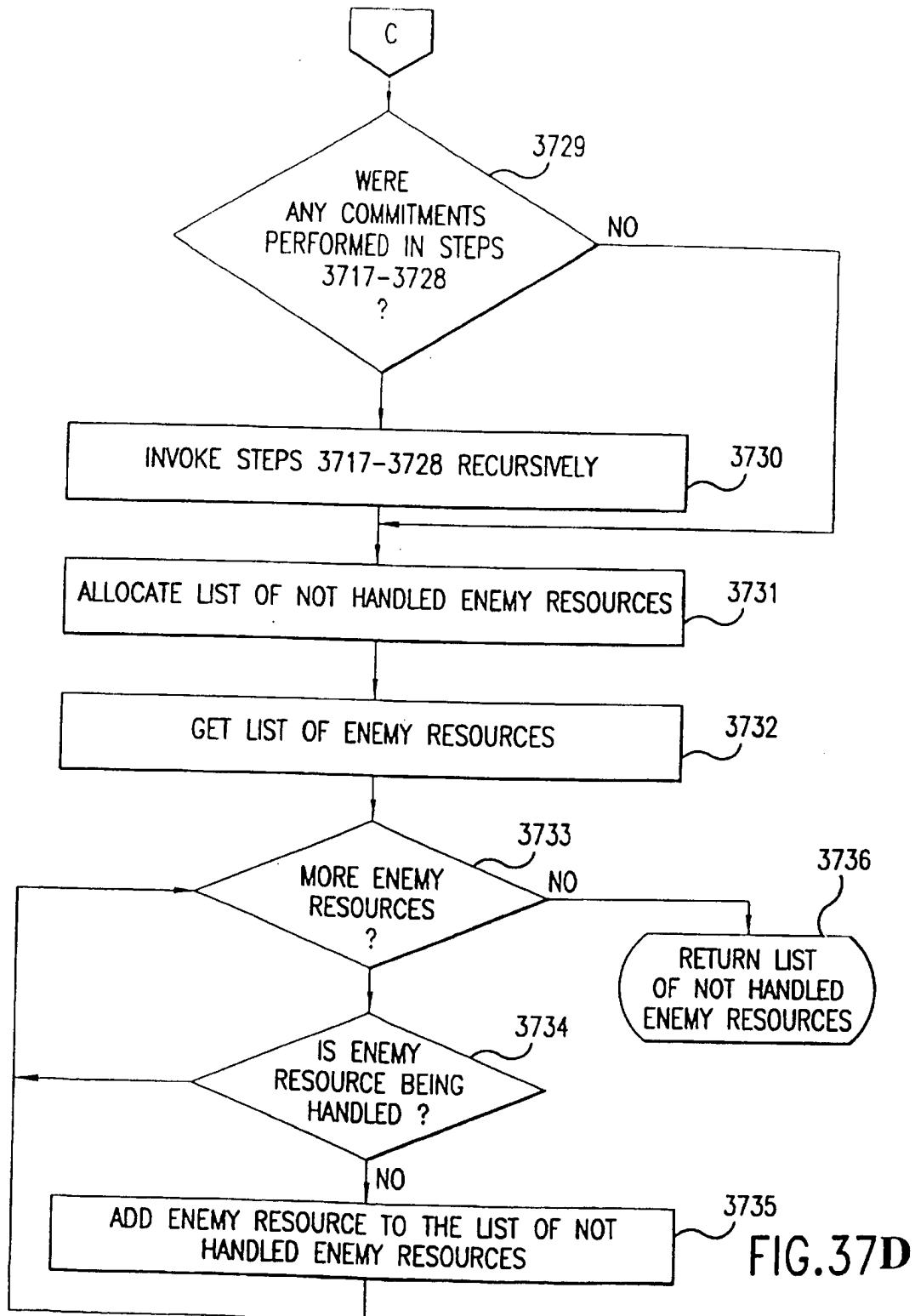


FIG. 37C



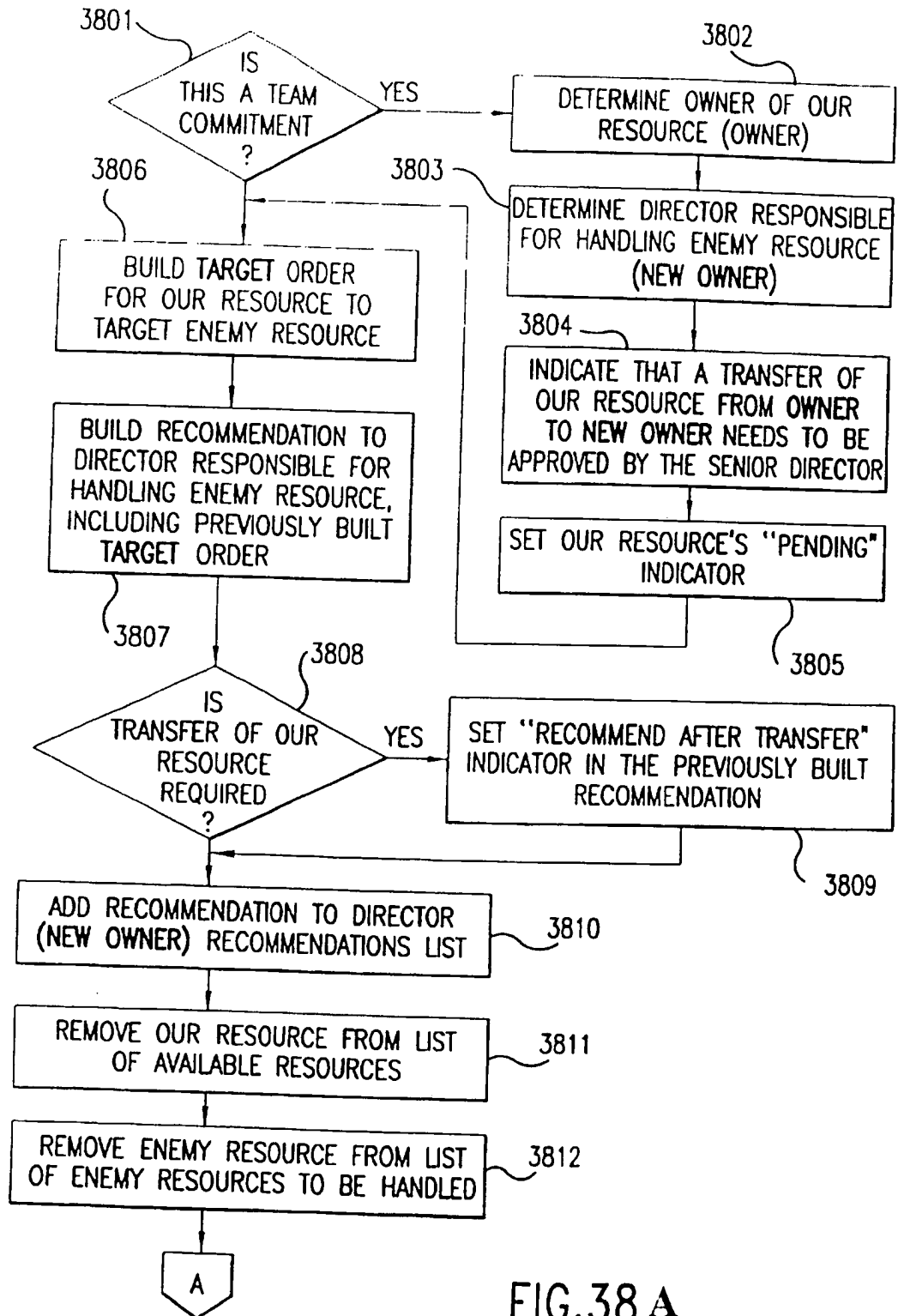
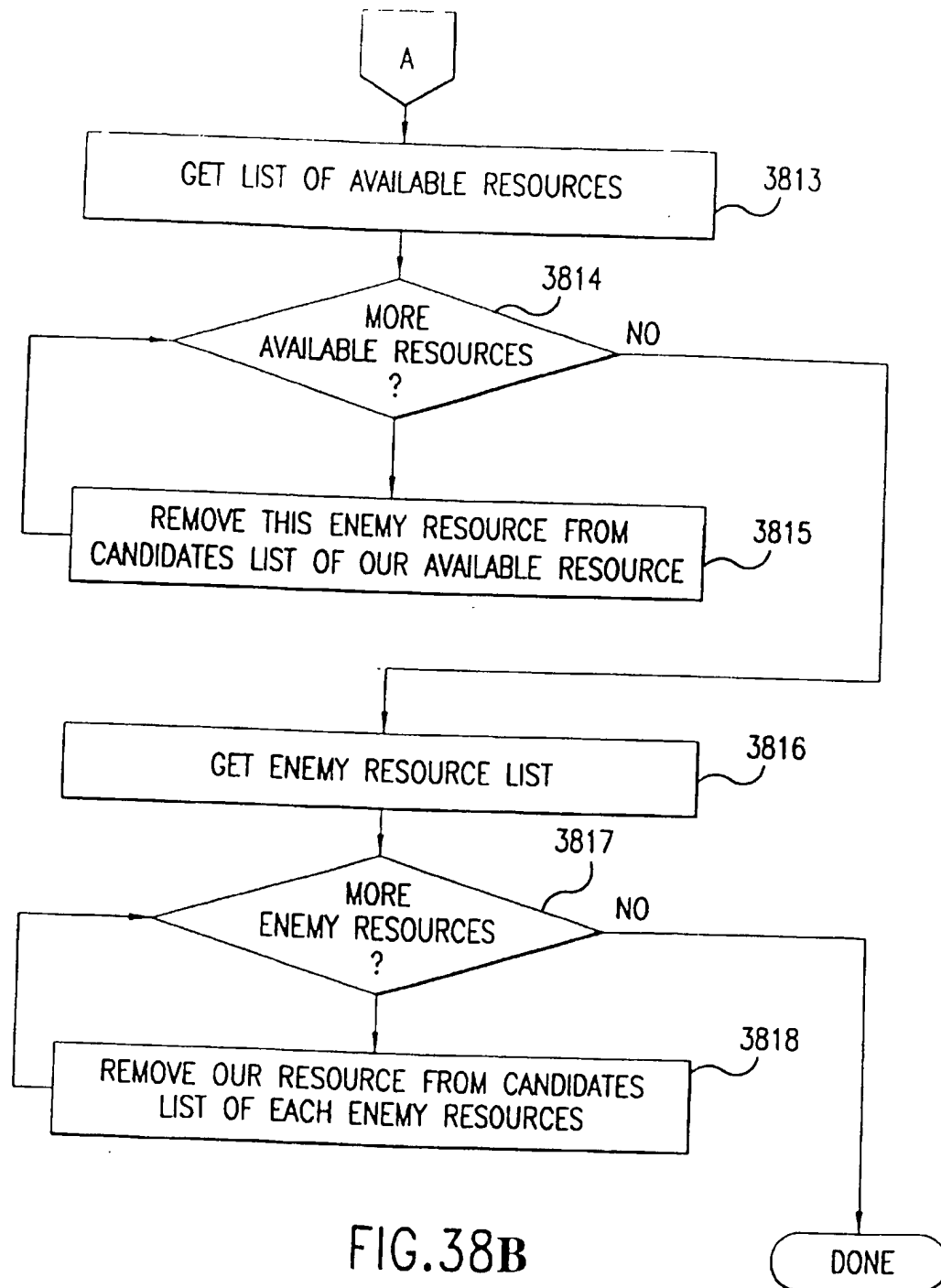
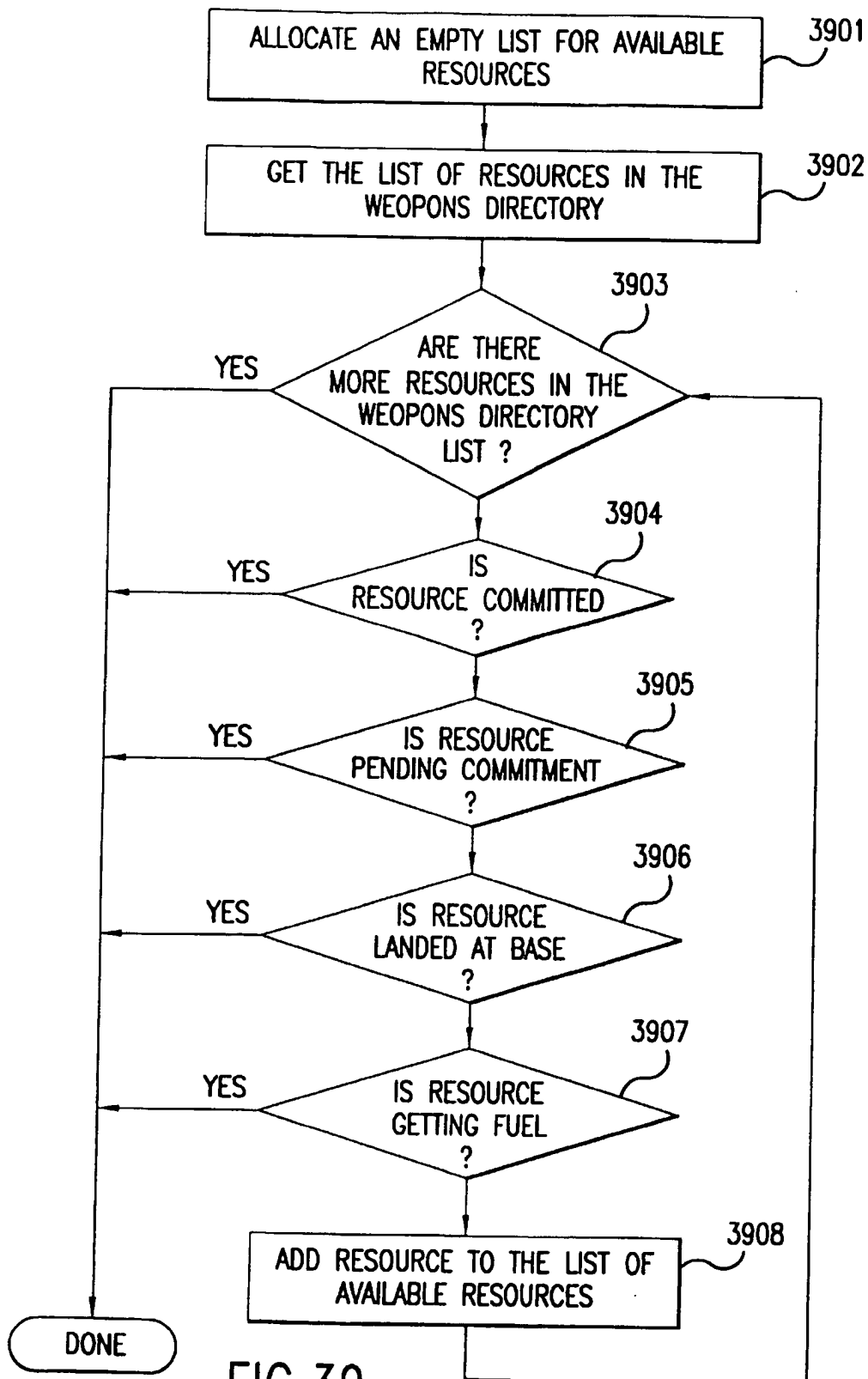


FIG. 38 A





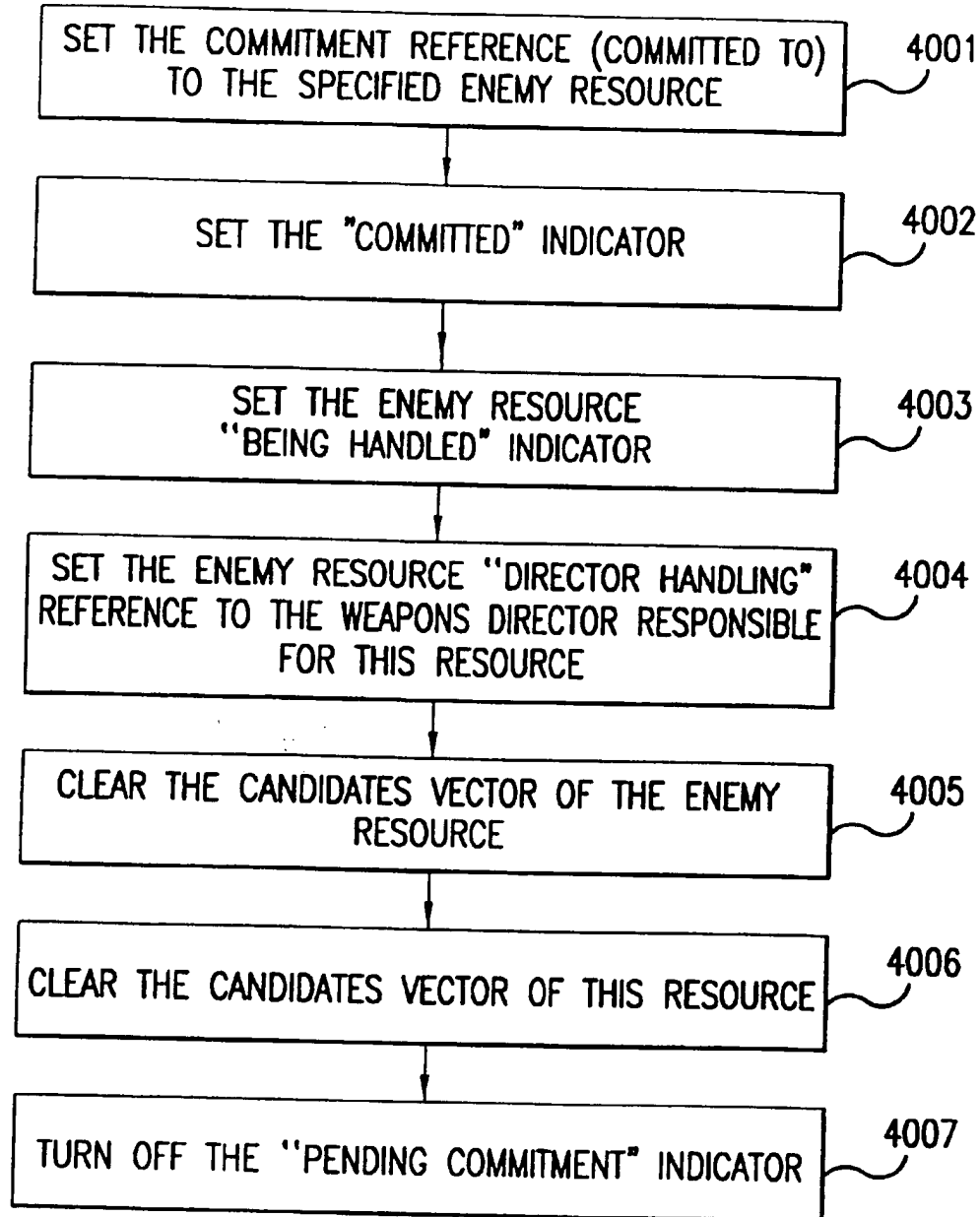


FIG.40

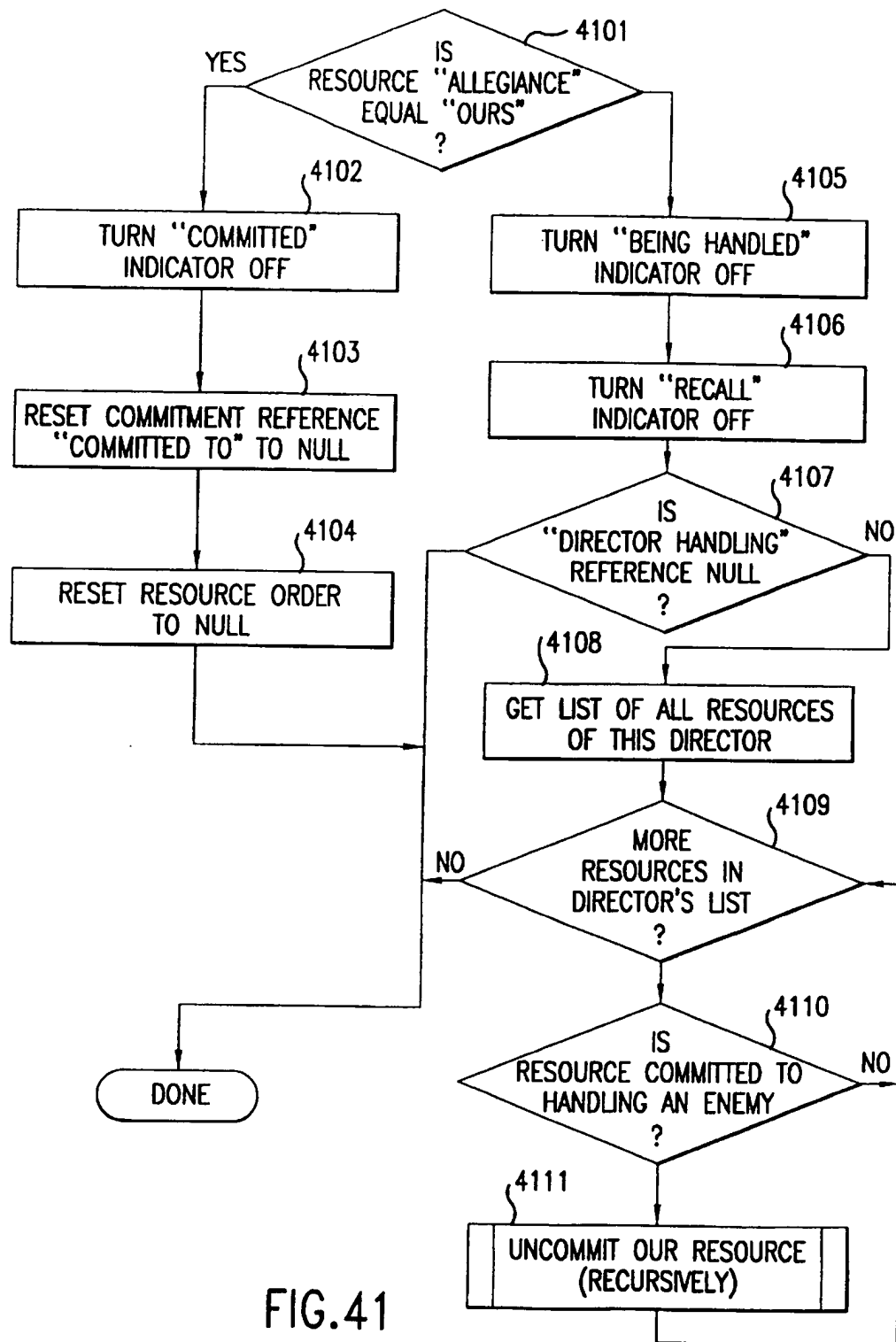


FIG. 41

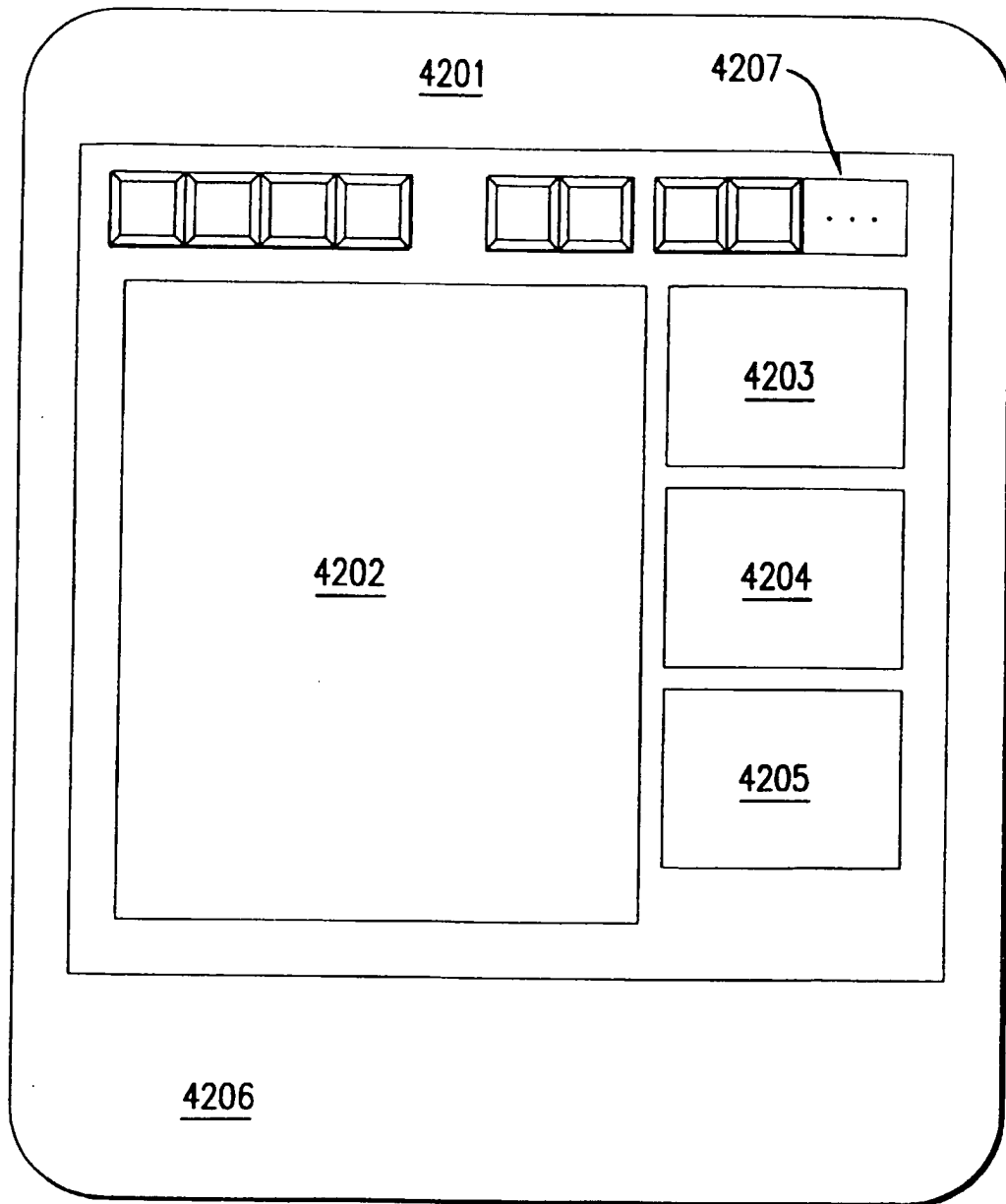
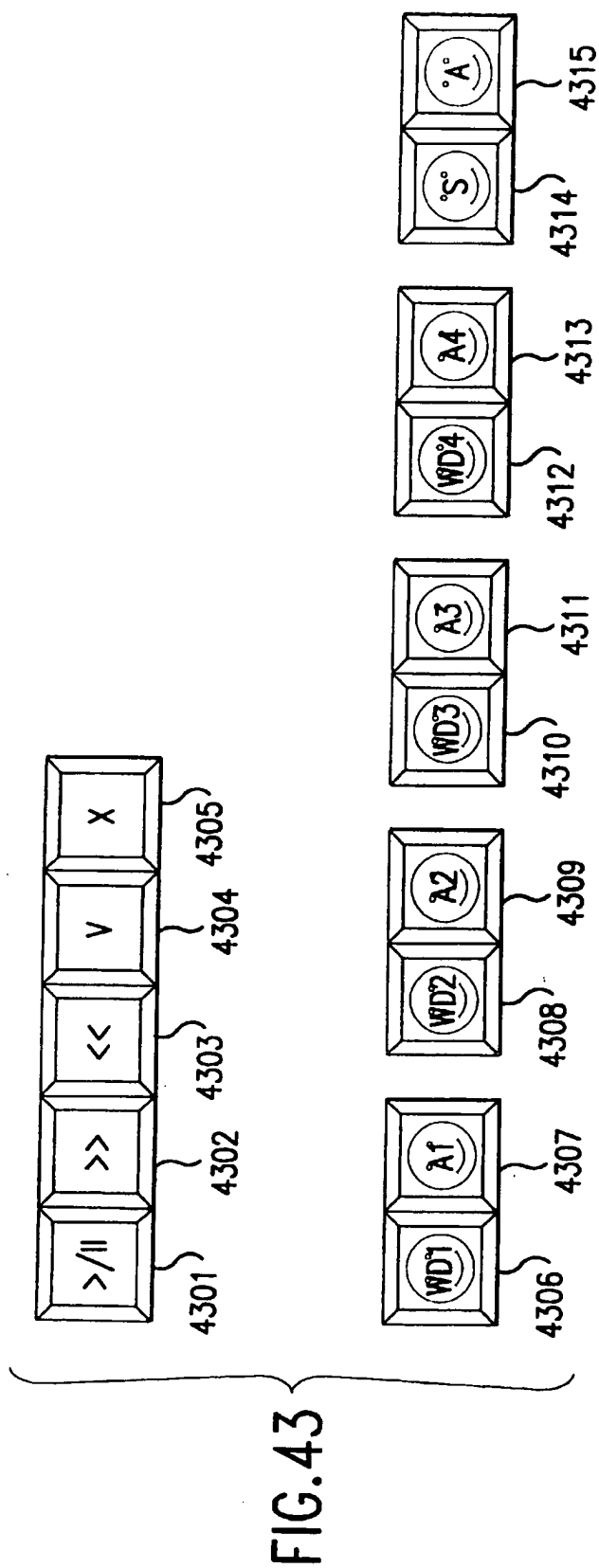


FIG. 42



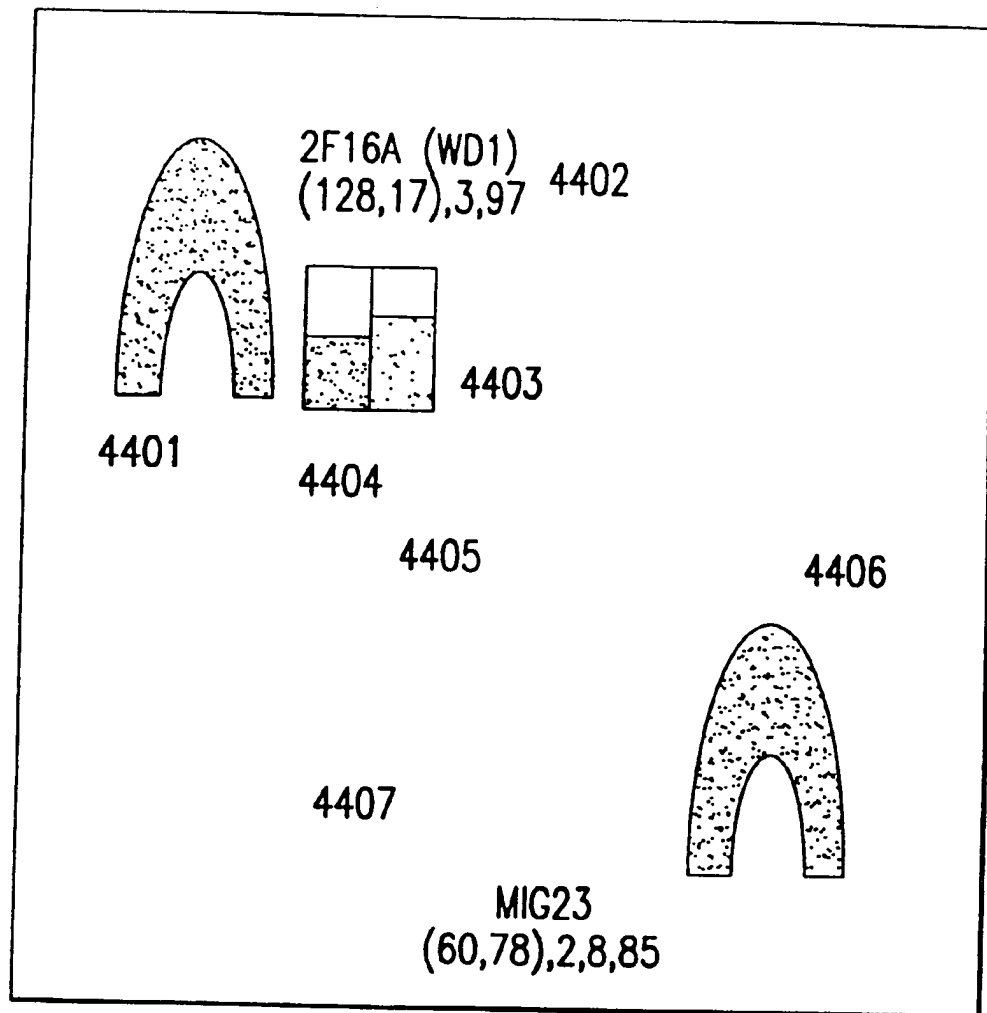


FIG.44

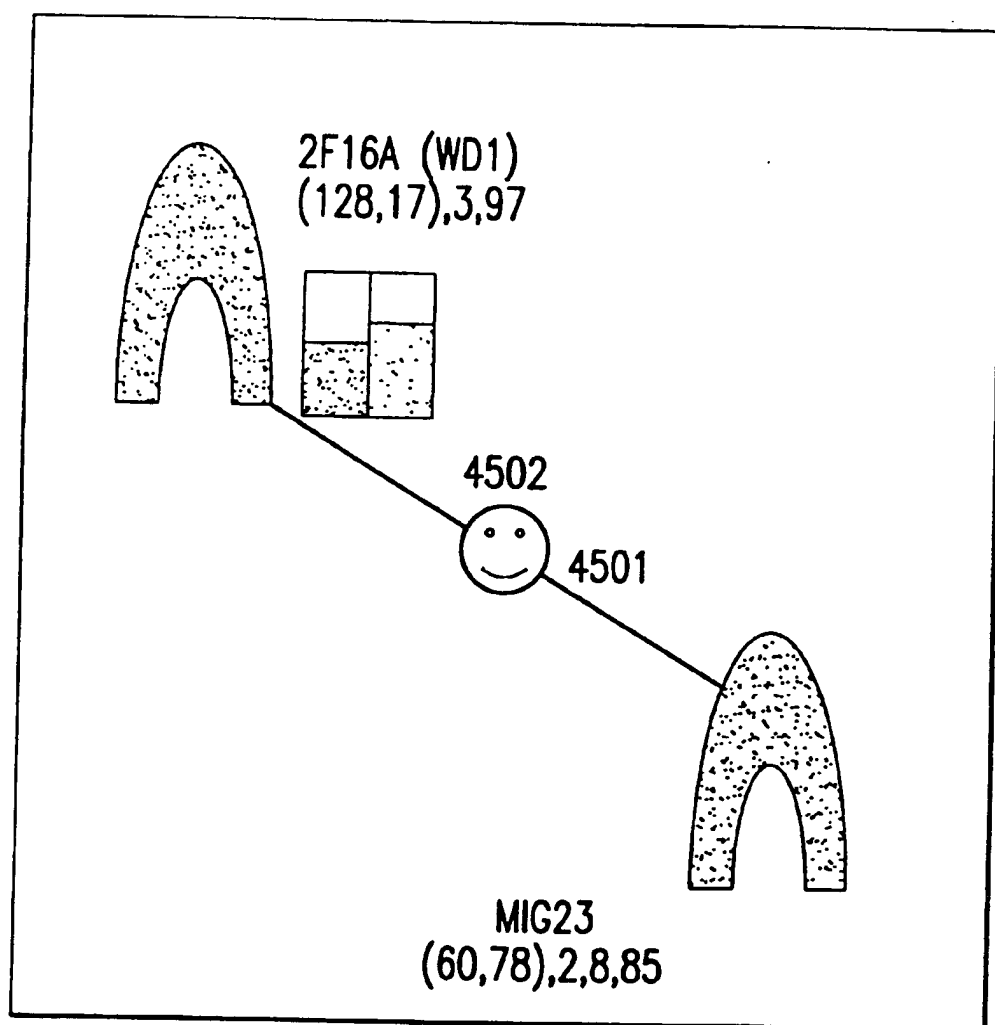


FIG.45

ACTION	RESULT
CLICK ON OUR MOVING RESOURCE AND DRAG TO THE SAME RESOURCE	SPLIT--IF OUR MOVING RESOURCE IS A GROUP, SPLIT THE GROUP (ADDITIONAL DISPLAY WILL PROVIDE A SELECTION OF MOVING RESOURCES TO BE SPLIT FORM THIS GROUP)
CLICK ON OUR MOVING RESOURCE AND DRAG TO OUR GROUP OF MOVING RESOURCES	JOIN--HAVE OUR MOVING RESOURCE JOIN OUR GROUP
CLICK ON OUR MOVING RESOURCE AND DRAG TO OUR TANKER	TANK--HAVE OUR MOVING RESOURCE PROCEED TO THIS TANKER FOR FUELING
CLICK ON OUR MOVING RESOURCE AND DRAG TO OUR BASE	RTB--HAVE OUR MOVING RESOURCE PROCEED TO AND LAND AT THIS BASE
CLICK ON OUR MOVING RESOURCE AND DRAG TO ENEMY RESOURCE	TARGET--HAVE OUR MOVING RESOURCE TARGET THE ENEMY RESOURCE
CLICK ON OUR MOVING RESOURCE AND DRAG TO A CAP AREA	CAP--HAVE OUR MOVING RESOURCE PERFORM COMBAT AIR PATROL IN THE SPECIFIED AREA
CLICK ON OUR MOVING RESOURCE AND DRAG TO A PARTICULAR POINT IN THE PRIMARY DISPLAY AREA NOT OCCUPIED BY ANY OTHER RESOURCE OR A CAP AREA	GO--HAVE OUR MOVING RESOURCE PROCEED TO THE SELECTED POINT

FIG. 46

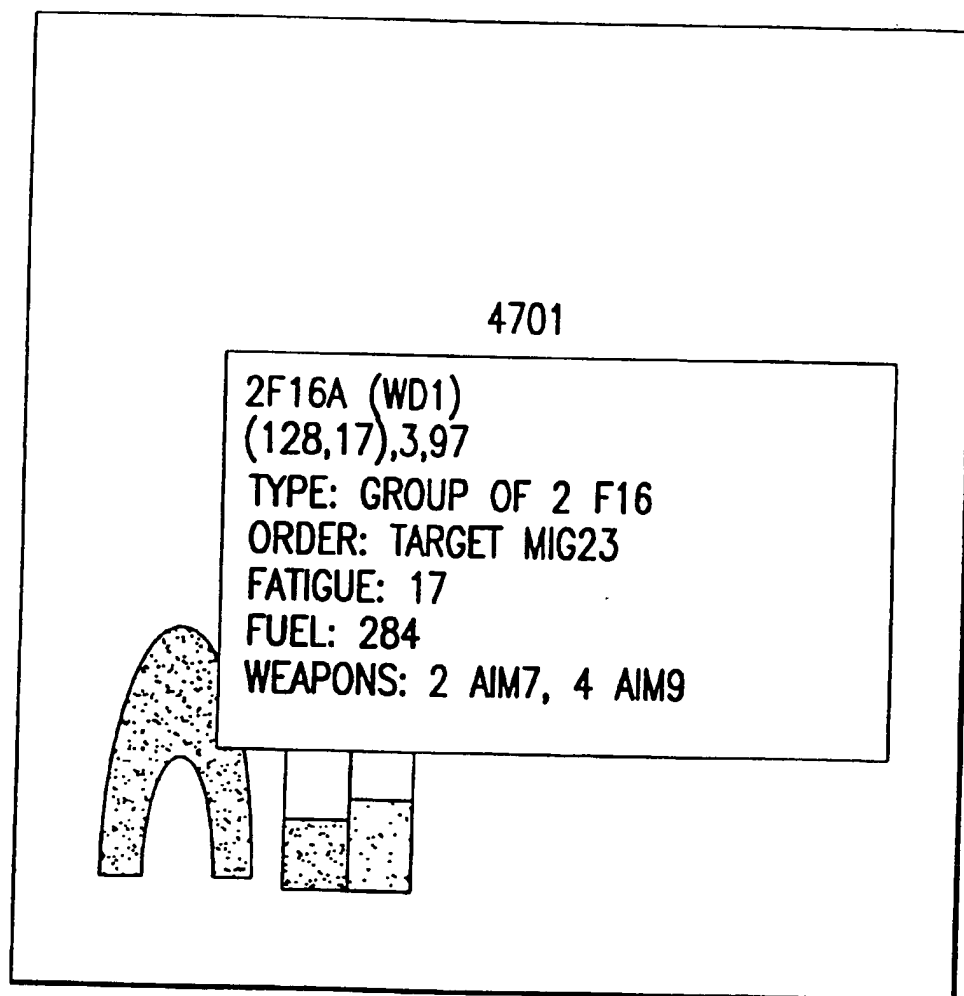


FIG.47

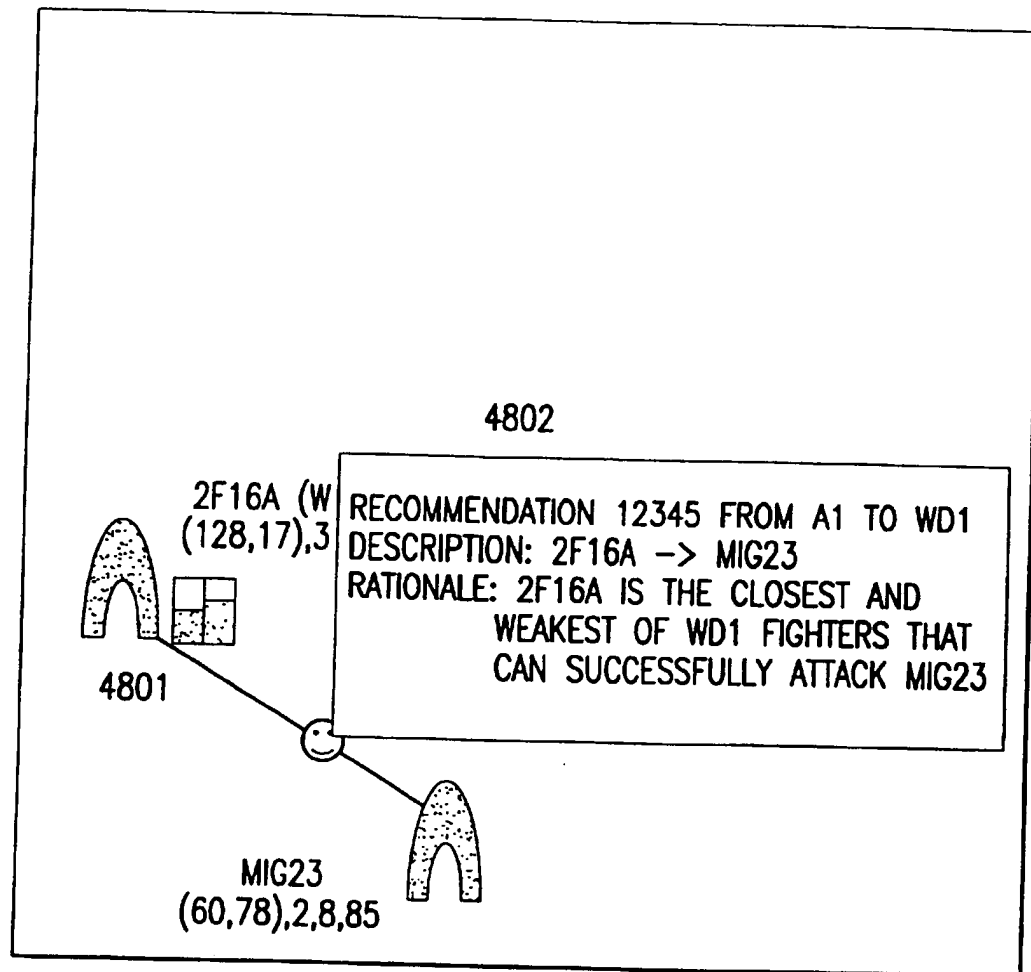


FIG.48

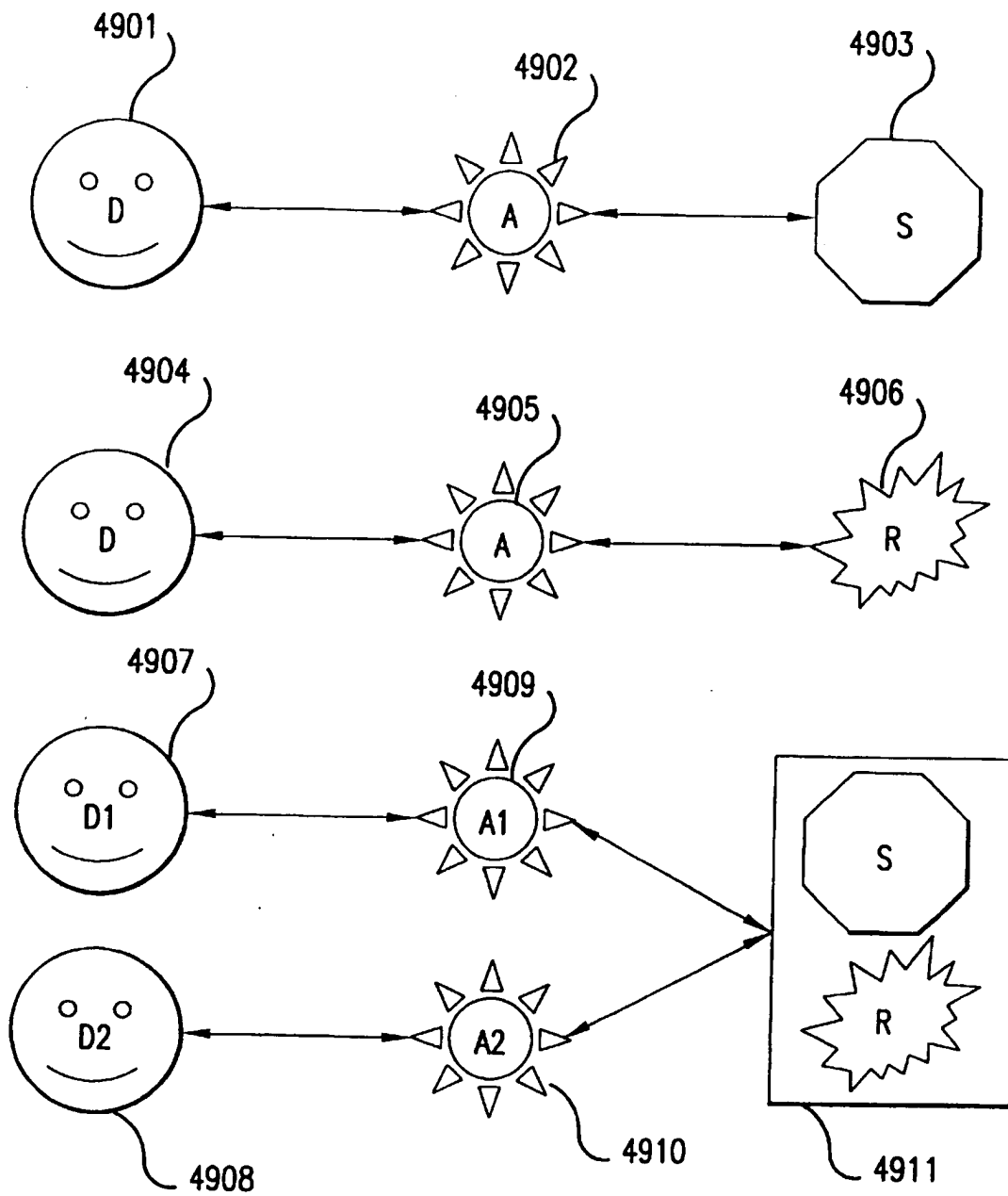


FIG. 49

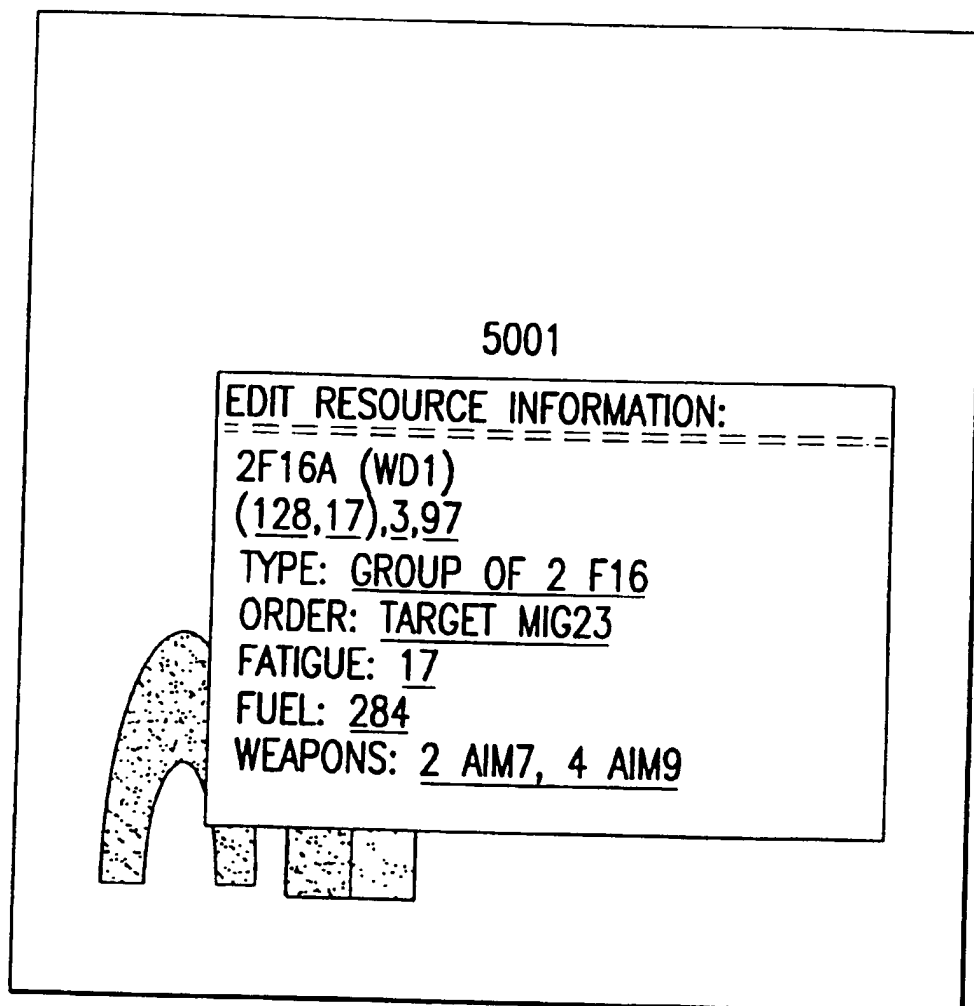


FIG.50

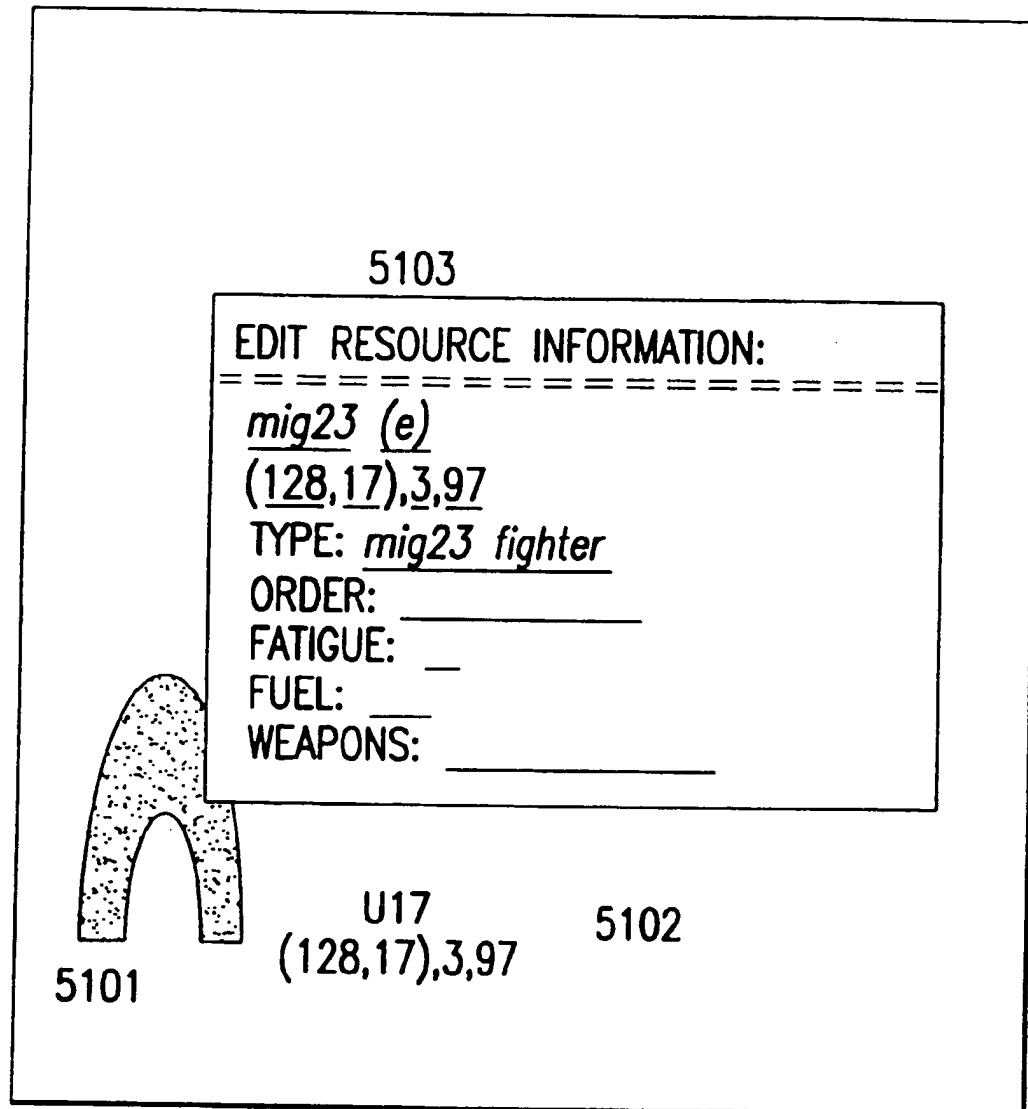


FIG.51

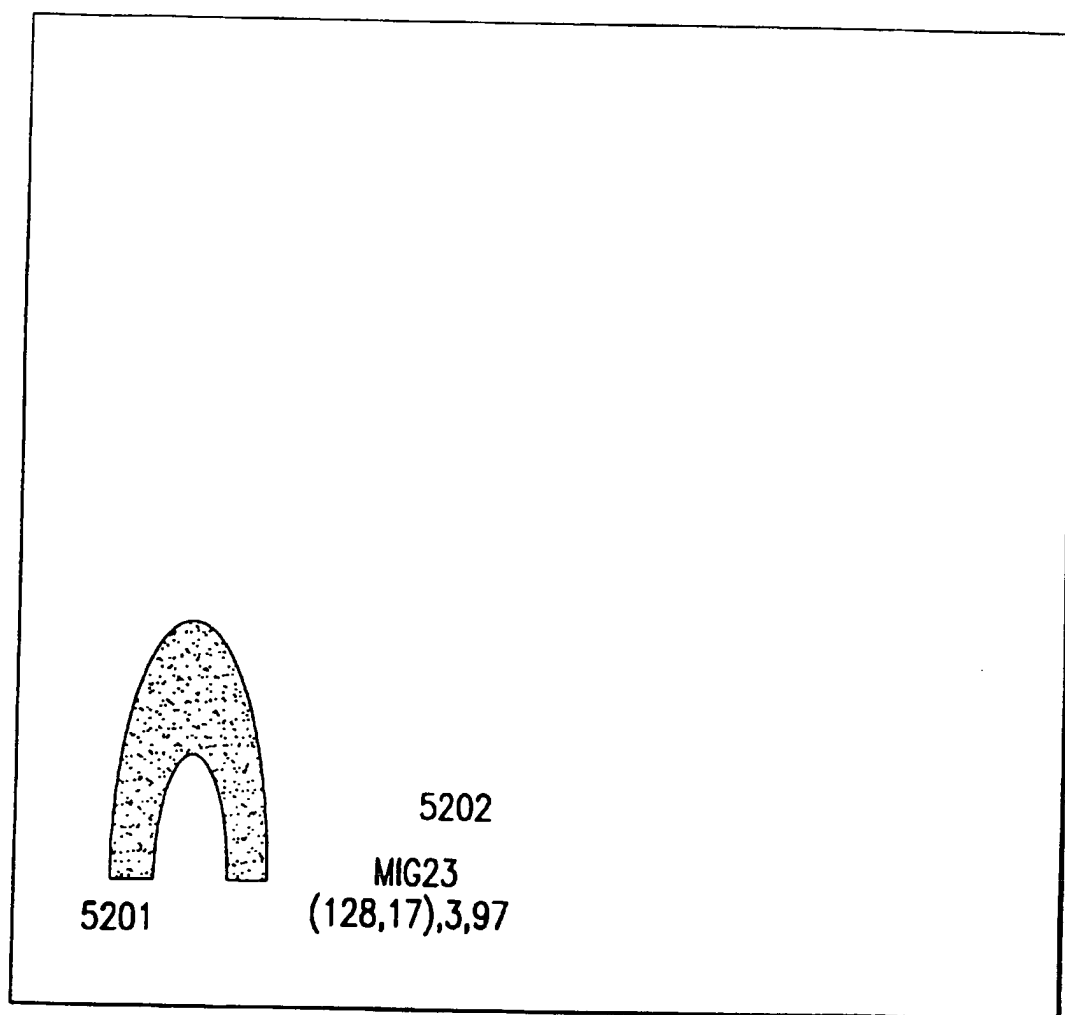


FIG.52

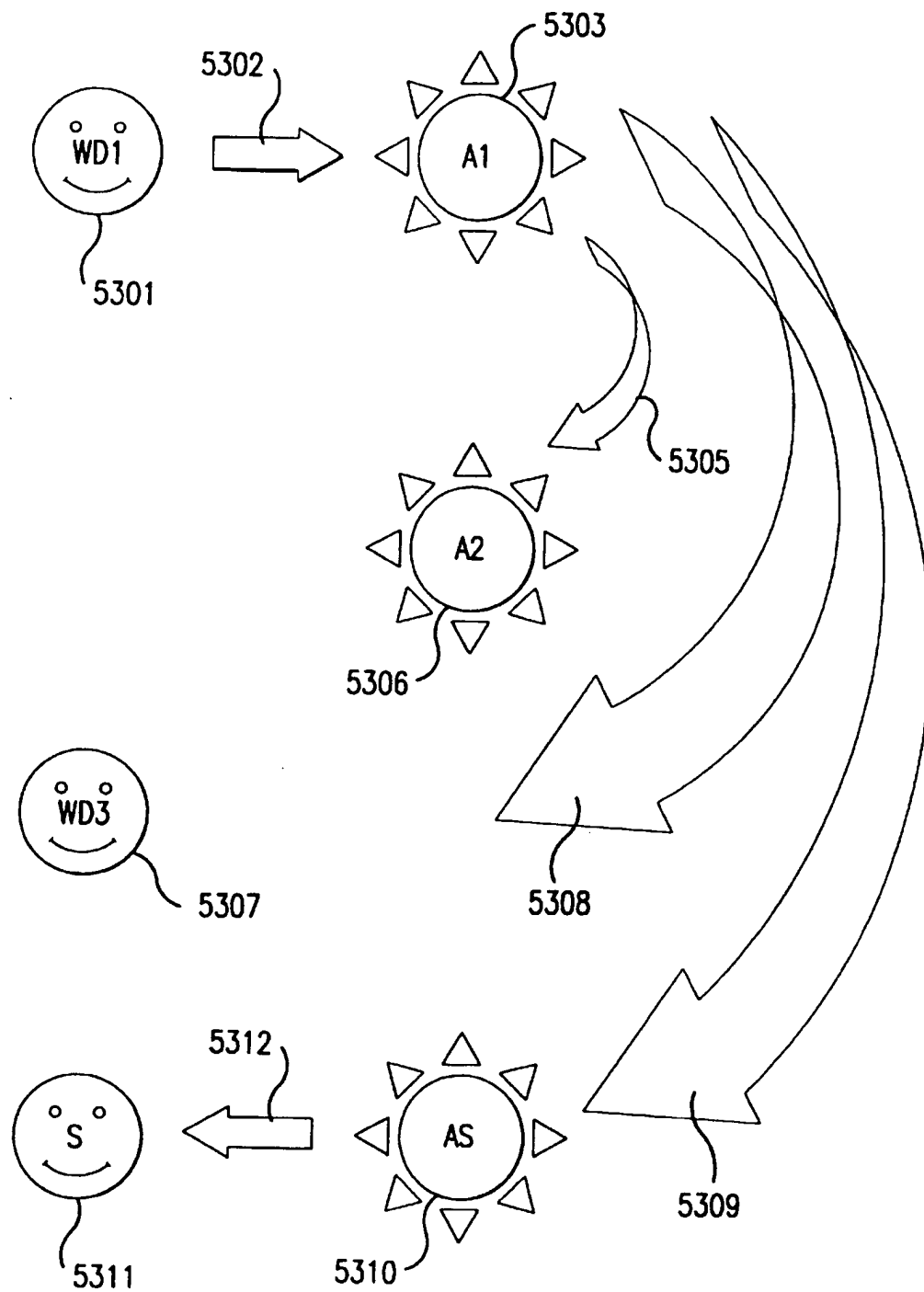
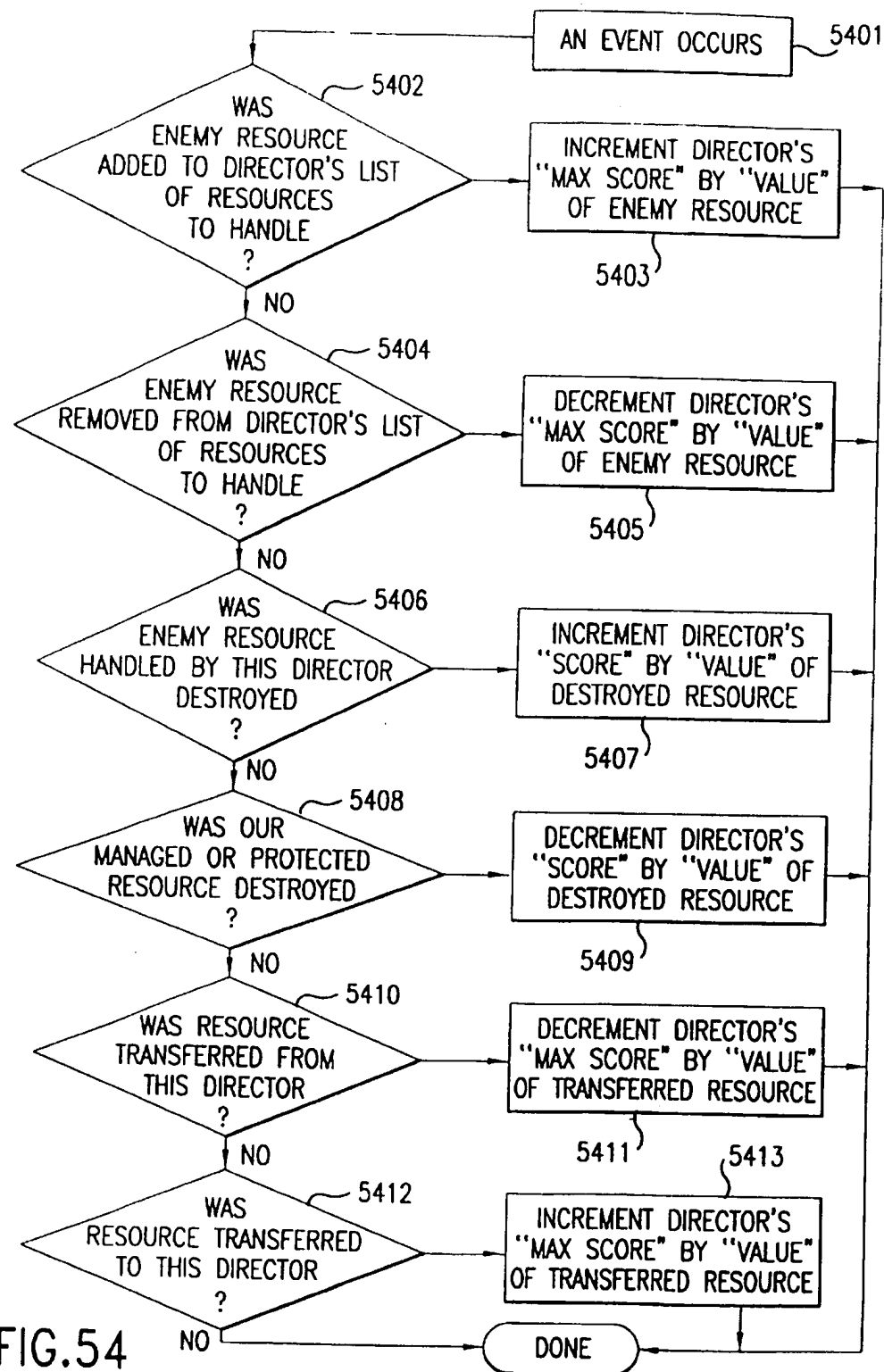


FIG.53



RECOMMENDATION TYPE	ACCEPTED COUNT	CURRENT RESOURCE ORDER (ACC.)	RESOURCE LOCATION (ACC.)	NOT ACCEPTED COUNT	CURRENT RESOURCE ORDER (NOT ACC.)	RESOURCE LOCATION (NOT ACC.)
TARGET	17	5- CAP 12- GO	5- CAP1	5	5- CAP	5- CAP2
RTB	5	5- CAP	5- CAP1	4	4- CAP	4- CAP2
TANK	11	4- CAP 7-- GO	4- CAP1	0		
JOIN	2	2-GO		0		
SPLIT	4	4-GO		0		
GO	0			4	4-- TANK	
CAP	7	7-GO		1	1-- TARGET	

FIG. 55